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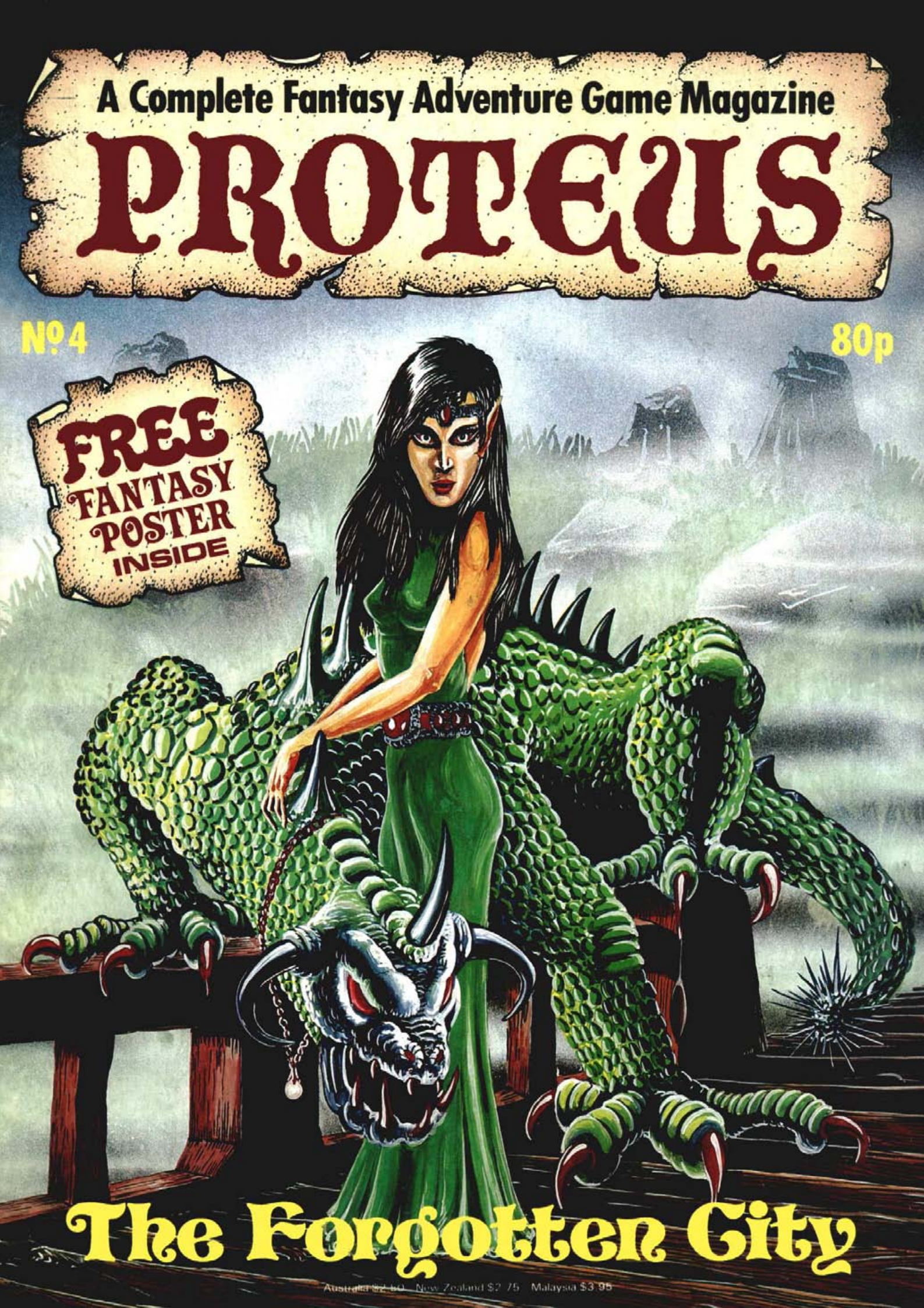

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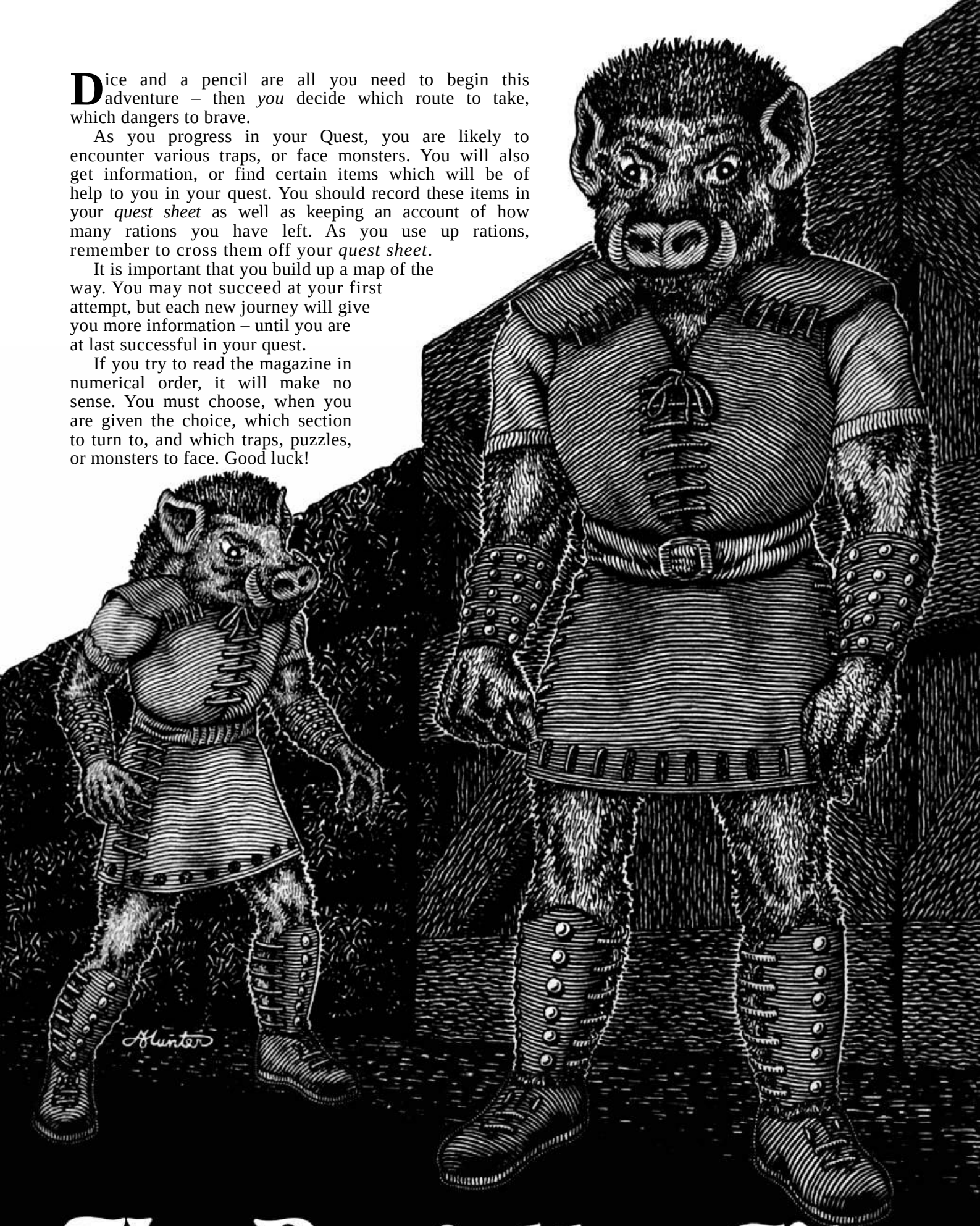

The Forgotten City

by David Brunskill

Dice and a pencil are all you need to begin this adventure – then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these items in your *quest sheet* as well as keeping an account of how many rations you have left. As you use up rations, remember to cross them off your *quest sheet*.

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face. Good luck!

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Introduction

IN THIS STORY, you are an adventurer: you rely on your swordsmanship, your quick-wittedness and your bravery to earn your living. It is not our modern country, but one of long ago when wizards ruled, and monsters roamed the earth. In the adventure which follows, you will be on your own.

When you enter the forgotten city of Meldoin, you will have only your own Dexterity, Strength and Courage to rely on. Below, you will discover – with a little luck – how swift, strong and brave you are.

You will need two dice, a pencil, and several sheets of paper. Use the pencil and paper to draw a map of your progress through the city. You may not succeed at the first attempt, and the map will be useful in future attempts.

There is a Quest Sheet on page five, for you to write down your scores for Dexterity, Strength and Courage, and to keep a note of your rations, secrets learnt and items discovered. You may prefer, before you begin your adventure, to use the printed Quest Sheet simply as a model for the things you will need to take note of, or keep a record of, during your Quest. If you do this, you will obviously need another piece of paper to copy down the headings on the Quest Sheet.

Dexterity, Strength and Courage

Roll one dice. Add 8 to this number, and make a note of it on your Quest Sheet. This is your *Dexterity* score: a measure of your swordsmanship and agility.

Roll two dice. Add 15 to this number, and make a note of it on your Quest Sheet. This is your *Strength* score, and is a measure of your fitness, stamina, and prowess in battle.

Roll one dice. Add 4. This is your Courage score – make a record of it on your Quest Sheet. It is a measure, as the name suggests, of your bravery in the face of danger.

These *Initial* scores may never be exceeded. They will change during the course of an adventure – sometimes you will lose points, sometimes win them – but the *Initial* levels, determined by the dice rolls, are the maximum allowed for any one adventure.

You will shortly read that you are given a pouch of magic herbs, good for two doses. This means that, when you eat the herbs, your *Initial* Dexterity, Strength and Courage points are all restored. But remember – you may do this at the most *twice* in any one adventure.

Losing and gaining points

In some sections, you will be awarded extra points. (For example, you may read, "Gain 2 Strength and 2 Courage points"). You add these to your current Strength and Courage scores: but remember, these scores may never exceed their *Initial* values. When you lose points (for example, "Lose 1 Dexterity point and 2 Strength points"), you simply deduct these from your current scores.

Replenishing your Strength

You take with you enough food and drink for *six* meals. Make a note of this. You may stop for a meal at any time during your adventure, except during a battle. Eating a meal restores 5 Strength points. When you stop for a meal, add 5 points to your current Strength score and deduct one from the number of meals remaining to you. The herbs, as mentioned earlier, will restore Dexterity, Strength and Courage to their *Initial* levels. But be careful – you have a long way to go. Do not eat the herbs unless you are almost exhausted.

Rules for fighting

As you progress in your quest, you will often have to fight creatures of some sort. Each creature will have its own Dexterity and Strength score, given in the text. Make a note of these.

To resolve a battle:

1. Roll two dice, and add the creature's current Dexterity score. This is its *Fighting Power*.
2. Roll two dice, and add your own current Dexterity score. This is your *Fighting Power*.
3. If your Fighting Power is greater than the creature's, you have scored a blow with your sword and wounded it. Subtract two Strength points from its Strength score at that moment. If the creature's Fighting Power is greater than yours in this round, it has wounded you. Subtract two points from your current Strength score. If both scores are the same, you have parried each other's blows, and neither of you loses any points.

The next round in the battle is done in just the same way. You repeat steps 1, 2, and 3 above. When either your or the creature's Strength score is reduced to zero, the battle is over. A zero Strength score means death.

If your enemy is well-armoured, however, your blows will initially reduce its Strength score by only one point. You will be told in the text when this applies, and how to conduct the battle.

Your Quest Begins...

The people of the city of Meldoin have been cursed by the Wizard-King Chaladon. The curse was laid when Chaladon arrived with his army of mutant warriors and the people defied his orders to submit to his rule.

Chaladon's warriors rounded up the townsfolk, and Chaladon cast a great spell. The effect of this curse was to transform the townsfolk into mindless, zombie-like slaves. The leaders of the people of Meldoin were thrown into the dungeons, with orders from Chaladon that they should be kept alive in order to provide amusement for his jailers, who were skilled at torture. Of the remainder, some he set to work in the mines, some in the forges, to make armour and weapons for his warriors; and the rest began immediately building a splendid residence for Chaladon, which even at this moment was being extended and embellished.

But a few escaped. Only a dozen fugitives, exhausted and frightened, and now they sit with you in a tavern outside Meldoin. They explain that the people of Meldoin were peace-loving, but that if the curse were to be lifted, and Chaladon killed, they, the dozen stragglers, would lead the newly-freed townsfolk against Chaladon's mutant warriors, and drive them for ever from Meldoin.

But Chaladon's powers are great. Two of the refugees have crept back into Meldoin at night and discovered a few useful pieces of information. In order to get into Chaladon's room in his palace, you will certainly need at least two keys.

Further, Chaladon is cunning. He has not one, but three books of spells. While one is the *true* book, and contains the spell that will lift the curse from the townsfolk, the other two books, although they appear identical to the true book, have the effect only of turning anyone who utters a spell from them into stone. They also tell you that not all Chaladon's mutant warriors are blindly loyal. Some can be bribed, and they believe that one or more of Chaladon's most senior assistant sorcerers may be plotting to overthrow him and take his place.

They give you twenty pieces of gold – all the money they have – and a small pouch, tied with silk. Inside are sweet-smelling leaves. They explain that these are a very rare herb which will fully refresh you when you chew them. There is sufficient in the pouch for *two* such meals.

You agree to the quest, and decide to enter the city that night. You wish to travel light, so, after putting the gifts of magic herbs and gold in your backpack, you take only enough food and drink for six meals, light armour and your sword and shield.

You wait for dusk to fall before setting off. The refugees have told you that the main entrance to the walled city is guarded, but they think the guards can be bribed. However, there is a second way in, a tunnel which they have dug beside a laurel tree, and which comes up just inside the city walls. They have used this for spying missions before, and – so far – have not been discovered. You will have to decide which way you will try to get in.

Now read on....

1

The sun is just setting as you leave the warmth and safety of the tavern and take the road to the once-peaceful city of Meldoin. You pass a roadside sign for the city; underneath the name "Meldoin" has been scrawled: "Ruled by the great warrior and Wizard, Chaladon. Strangers turn back here." This cryptic challenge only stiffens your resolve, but you decide it might be wise to leave the main path and approach the city through the long grasses beside the path.

You approach the walled city as the sun drops fully below the horizon. You can see two figures standing guard at the main gate, but they are too far away to be able to see much.

If you move around the city to the West, you should be able to find the secret tunnel that the refugees told you of; if, that is, it has not yet been discovered by Chaladon's guards.

If you wish to approach the main entrance, turn to **71**. If you would rather risk the secret tunnel, turn to **27**.

2

As you are deciding what to do next, a great roar alerts you to danger. The VORTIGERN has come to life, and now slithers towards you, its tail swishing and its great fangs bared. You prepare yourself for what you realise will be a hard fight. Do you have a jug of water and wine? If so, turn to **213**. If not, turn to **132**.

Quest Sheet

Dexterity

Strength

Courage

Rations

Items Discovered

Secrets Learnt

3

The key fits into the lock of the Palace door, and the door swings silently open. Turn to **227**.

4

You wipe the vile yellow slime from your sword and look around the cavern. There seems little of interest, but an odd formation of rocks catches your eye. Going over to it, you see that there is a small casket of stone in the centre. Will you:

Open the rock casket? Turn to **53**
Go back North? Turn to **191**

5

You try the front door. It is unlocked, and you find yourself in a room that seems to have been long-since abandoned. Food is uneaten on the table, mouldy and maggot-ridden. Beyond the table, a wooden chest seems to be unlocked. Behind that is a cupboard. Will you:

Try to open the chest? Turn to **124**
Try to open the cupboard? Turn to **245**

6

The alleyway soon narrows so that it is barely wide enough for one person to walk along. The high walls on either side of you are stone, and you cannot see far ahead in the poor light. However, after a few more hesitant paces, you can make out a junction ahead.

Moving forwards, you are startled by a sudden shriek, and a pain in your left arm. Lose 1 Strength point. You can hear wings flapping, and make out in the pale moonlight a huge bat, almost the size of an eagle, with the face of a demon. Its talons are razor-harp and it moves to attack you again. Because of your restricted position, deduct 2 Dexterity points for the duration of this battle:

	Dexterity	*Strength*
FLYING DEMON:	9	6

If you win, turn to **165**.

7

The road is narrow, and bends East, and then South again, where it ends in a junction. Will you now go:

East? Turn to **176**
West? Turn to **90**

8

He seems pleased, and offers you a second game. You notice that although you got the answer right, he has pocketed all ten gold pieces. Will you now:

Attack him? Turn to **35**
Press him for information instead? Turn to **123**

9

You are at a junction. Will you go:

West? Turn to **66**
East? Turn to **139**

10

You lift the lid of the bronze chest, but it is empty. Recalling the words of the Faerie, you call her name softly, and are amazed to see the base of the chest slide away, revealing a gold key. You put this at once into your backpack. There is nothing else of interest in the room, and you must decide which way to go next. Will you take the door on the:

East? Turn to **244**
West? Turn to **145**
North? Turn to **28**

11

The chest is filled with gold and jewels! You put a hundred gold pieces into the pockets of your backpack, and then some diamonds and rubies as well. Will you now:

Try on a suit of armour? Turn to **140**
Leave the forge, and go North? Turn to **96**

12

You lift the lid of the casket. It is filled with jewels and gold. You take three diamonds, three opals, three sapphires and fifty gold pieces, and place them in your backpack carefully. Will you now:

Try the door? Turn to **42**
Leave the room? Turn to **164**

13

You go South very carefully, wary of traps. The houses on both sides of you are ruined and dark, and the air smells of decay. The narrow road seems to end. Ahead of you is what looks like more wasteland, while the road East looks more promising. Will you:

Investigate the way South? Turn to **274**
Try the road East? Turn to **199**

14

The second two PALACE GUARDS approach, and you prepare to fight. Because of their armour, for the first *two* rounds of fighting, each blow from you will cause only *one* Strength point of damage to them, instead of two. Each blow to you will cause the usual two points of damage. Further, you must fight them both at once.

This means that for each fighting round against the first PALACE GUARD, you also throw the dice for the second. If his *fighting strength* is less than yours, you have fended off his blow in that round, and are uninjured by him. If his score is the same or greater, he has wounded you, and you sustain two points of damage before turning to face the first again.

If you manage to kill the first PALACE GUARD, you must then fight the second to the death. If you survive this fierce battle, turn to **80**.

	Dexterity	*Strength*
First PALACE GUARD:	10	10
Second PALACE GUARD:	9	8

15

You give him the sapphire, and tell him that you seek the road to the Palace of Chaladon. The two creatures stare at each other, then at you, looking scared. Finally, one mumbles, "These are bad parts. There are robbers here. Take the first road East." You thank him and leave the ruined building, continuing North, looking for a road to your right. Turn to **118**.

16

You are unlucky. The BOLGROTH has seen you, and now comes towards you, grunting. He has the face of a boar but the body of a man, and wears light leather armour. He swings his spiked club, and you draw your sword. The battle begins:

	Dexterity	*Strength*
BOLGROTH:	8	10

If you win, turn to **89**.

17

"Indeed," says the Dwarf, "you are able to reason." Suddenly his expression changes. "But perhaps it was a lucky guess!" he snarls. He takes all three Books out again and sweeps the chests clattering to the floor. Then, grinning, he brings three more small chests from beneath the stone table, and places the books in them. He closes the lid of each, and on each lid you see that there are two inscriptions.

"You must choose again," he says, eyeing you malevolently. "On each chest," he tells you, "is a pair of statements, as you can see. But, of each pair of statements, one is true, and the other false. Now, choose one chest."

The statements read:

Iron:	The True Book is not in the Bronze chest.
	The True Book is in here.
Copper:	The True Book is in here.
	The True Book is in the Bronze chest.
Bronze:	The True Book is in here.
	The True Book is not in the Iron chest.

Will you choose:

Iron?	Turn to **217**
Copper?	Turn to **65**
Bronze?	Turn to **39**

18

The road South is little more than a narrow alleyway between the backs of houses. The smell is awful, and you hurry to try to get out of the alley. It turns East, and you can see a junction ahead, but in your hurry you do not see a log studded with nails which has been placed across the alley, and stumble into it.

Roll one dice. The score is the number of nails which have injured you, and each will cost you 3 Strength points. If you are still alive, turn to **264**.

19

A light is burning in one of the houses on your right. Will you:

Enter?	Turn to **30**
Continue North?	Turn to **270**

20

Although she does not reply directly to you when you ask who she is, you hear her voice. It is like the sound of spring water over smooth pebbles, rushing inside your head. Turn to **173**.

21

He takes out every Ace, King, Queen and Jack from the pack, and discards them. He shuffles the rest of the cards. Then he removes three cards and holds two of them in his left hand, and one in his right.

"The two cards in my left hand," he tells you, have the same value. But if they were twice as high, they would each be half the value of the card in my right hand. Now, what is the value of the card in my right?" When you have worked this out, turn to the section with that number. If you cannot work it out, turn to **93**.

22

After only a short distance, there is another junction. South must lead back to the main gate eventually, and so you go North. Turn to **105**.

23

You hurl yourself at the door again. Roll two dice. If the total is less than, or the same as, your current Strength score, turn to **234**. If it is greater, turn to **175**.

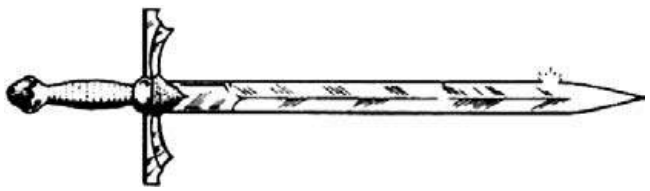
24

The road narrows, and winds West and then North again. You are at another junction. Will you now:

Take the road East?	Turn to **213**
Continue North?	Turn to **184**

25

You search the dead ROBBERS. Their pockets are bulging with gold coins! You take fifty of the gold pieces and put them in your backpack before continuing North. Turn to **242**.



26

You move with great care to the end of the alleyway, which ends in a junction. It appears to be a main street, running North-South; the way South must lead eventually back to the main gate, which is not the way you wish to go, and so you head North. Turn to **231**.

27

You walk around the Western side of the walled city until you come to a single laurel tree. This, the refugees told you, was the site of the tunnel entrance. You draw your sword and approach carefully, but it appears to be safe. At your feet, roughly covered with leaves and branches, is the entrance to the tunnel, and you clear them away and lower yourself into the darkness.

The tunnel is narrow and low, and you have to crawl through the damp earth on all fours. But it is quite short, and soon leads upwards. Wooden pegs in the wall make it easy to reach the top, and you climb cautiously out to find yourself in a narrow alleyway inside the city walls.

You are facing East, and are quite close to a crossroads. As you crouch in the stillness, you hear a lumbering, trudging noise from around the corner ahead of you. Throw one dice. If you throw a 1, 2 or 3, turn to **75**. If you throw a 4, 5 or 6, turn to **16**.

28

The door opens easily and you find yourself in a narrow corridor. You move quickly along it, passing a door on your right, until you reach the end. You are dismayed to find a stone wall in front of you! You give the wall a furious kick, and to your surprise, it immediately swings open. You walk into a cold room, quite empty except for a stone table ahead of you, behind which sits a glowering demonic Dwarf.

"You have come a long way, stranger," he growls, "and have passed many trials. But you do not have two books of spells. Without them, your quest is hopeless." He stands and chants an incantation. The floor beneath you opens, and you fall sickeningly a hundred yards to your death below the Palace of Chaladon. Your adventure ends here.

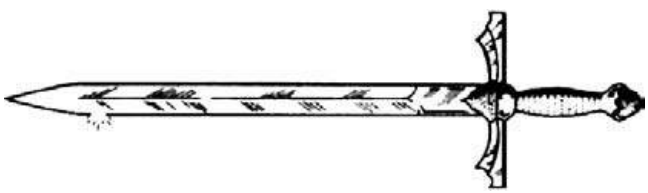
29

"It will cost you five gold pieces to gain entry," says the Bolgroth. Reluctantly, you hand over the gold, and make to go in through the gate. "Not so fast," says the second Bolgroth. "Five pieces for me also." If you will pay the second Bolgroth, turn to **171**. If you would rather fight instead, turn to **51**.

30

You open the door and step quickly into the house, your sword at the ready. A very old man with a long beard sits at a table piled with books. At his side are two jugs of liquid. Will you:

Attack him?	Turn to **155**
Try to talk to him?	Turn to **170**



31

The road deteriorates, and the houses are little more than tumbledown shacks. There are no lights anywhere, and you walk cautiously onwards until the track turns sharply East. The conditions here are among the worst you have seen, and you hurry on. The track turns North again. You can make out very little in the poor light, but you have the uneasy feeling that there are unseen eyes following your progress. The sound of an arrow whistling through the air alerts you to danger. Roll two dice. If the score is less than your Courage score, turn to **74**. If it is the same or greater, turn to **273**.

32

There is a sudden shout from your left, and you are startled by three figures who rush out from the shadows beside the huts. Roll one dice. If you roll 1, 2, 3, or 4, turn to **94**. If you roll a 5 or a 6, turn to **63**.

33

As you push open the door, a smell of age and dust rises. The room is cold, and you shiver, but see a book open on a marble table. The room is completely empty otherwise. You grab the book and snap it shut, and see that the cover is blocked in gold with the words, "Spells of Chaladon".

Quickly pushing the book into your backpack, you return to the stone-flagged main room. Having now tried two of the three doors, you decide to try the door at the North end. Turn to **95**.

34

Your sword strikes the wooden door, but as it does so, a chill runs through your body. You cannot release the sword. From everywhere, you hear the booming laugh of Chaladon, as your body turns slowly to ice. Your adventure ends here.

35

You swing your sword, and it appears to pass right through him, as though he were a ghost! He turns and gives you a bleak smile, before disappearing in front of you. All that is left is a small pile of playing-cards. Feeling uneasy, you continue North. Turn to **97**.

36

You carry on and after a while the road turns North. You follow this until you see another road going West. Will you:

Continue North?	Turn to **105**
Take the road West?	Turn to **178**

37

The door seems to be bolted from the inside. However, three mighty blows from your sword shatter it, and you push through the splintered doorway to see a man hanging by his thumbs from the ceiling. The room is actually a tiny cell, and the smell repels you for a moment. You step back, and look again. The man is terribly thin, and is gabbling wildly to himself. Will you:

Cut him down?	Turn to **265**
Leave, and continue exploring?	Turn to **185**

38

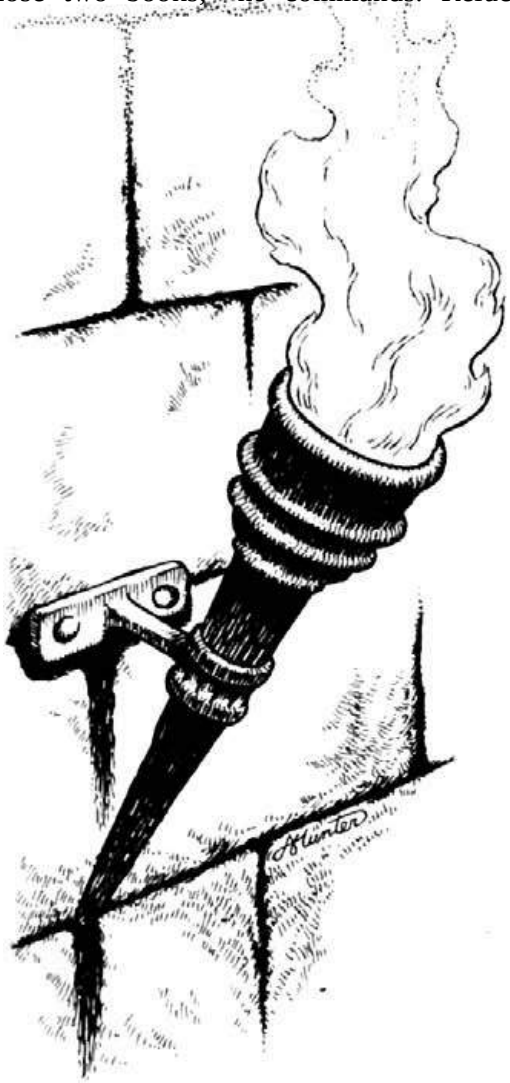
If you have laid the barb of a Vortigern at the feet of Tylwyth Teg, turn to **10**. Otherwise, turn to **166**.

39

Turn to **217**,

40

"Well then," says the Dwarf; 'perhaps you are cleverer than I thought. But perhaps not!" he snaps. He suddenly produces another Book of Spells, identical to the two you already have. On the stone table in front of him-are three small chests. "Hand me those two books," he commands. Reluctantly, you do so, wary of his obvious powers. He places all three books in front of him.



"Now," he says "a test of your cleverness. One of these is the True Spell Book – but which?" He laughs, and then places one book in each chest, and closes the lids. He beckons you forward, and you see that each chest has a piece of parchment on its lid. Moving closer, you see that one chest is made of Iron, one of Bronze, and one of Copper. On each lid, you read the inscription. The Dwarf tells you that what is written on the parchment on the lid of each chest is a statement which is either true or false. Two of the statements, he tells you, are true, but one is false. You move to the table and read the parchment attached to each chest.

Copper: The True Book is in the Iron chest.
Bronze: The True Book is in here.
Iron: The True Book is in here.

"Now," says the Dwarf, "which one shall you choose?"

Will you choose:

Iron?	Turn to **17**
Copper?	Turn to **147**
Bronze?	Turn to **249**

41

You follow the road for some way. The road is narrow, and the air smells of decay, the houses ruined and dark. You come to a junction. Will you now go:

West?	Turn to **138**
East?	Turn to **43**

42

The door opens at once, triggering a booby-trap. There is a flash and a bang, and dozens of tiny pellets blast into your face. You stagger back out into the street, unable to see and in great pain. Your ears are ringing from the explosion, and it takes some while before you can see and hear properly again. Lose 5 Strength points, and, if you are still alive, you continue your journey East. Turn to **164**.

43

Walking East, you are appalled by the decay around you. You feel a pain in your leg, and look to see what has caused it. A rat has sunk its teeth into your calf! As you try to wrench it away, there is the sound of hundreds more, and you are attacked on all sides. Lose 3 Strength points. As the rats leap at your arms, legs and face, you try to defend yourself, but the creatures are everywhere.

You run East, shaking the rats from your body, and find that the road now goes North. You stop for a moment to look at your injuries and consider your surroundings. You are not too badly hurt, and the road North seems the only way ahead. The road narrows, crossing wasteland, until it is little more than a rough track. You arrive at another junction. Will you now go:

East?	Turn to **87**
West?	Turn to **148**

44

The road ends abruptly at a pair of oak doors set in a large white stone building. You try one of the doors and it opens. Inside, there are swords, maces, and various suits of chain-mail armour hanging on the walls. You realise that you are in the Palace Guard House – which means you must be close to the Palace itself.

There is the sound of measured footsteps approaching another door in the wall ahead of you, and you dash across and flatten yourself against the wall beside the door. It opens, and two huge figures enter, and remove their chain-mail armour. They are PALACE GUARDS, giant-like men specially bred for their size and ferocity in combat.

You leap at them before they have a chance to see you, and kill the first with a sword-thrust. The second grabs his sword at once and whirls round to face you. He towers above you, but you close at once in combat. As you begin your battle, you realise that the noise of fighting has alerted others. Two more PALACE GUARDS enter, in full armour and carrying broadswords. If you defeat the first PALACE GUARD, you will have to fight the other two.

	Dexterity	*Strength*
First PALACE GUARD:	9	10

If you win, turn to **14**.

45

You walk cautiously along the alleyway, past the dark, silent houses. Suddenly you stumble, and out of the darkness a flight of six crossbow bolts hurtles towards you. You have caught your foot in a trip-wire and sprung a trap. Roll one dice.

If you roll a 1 or a 2, turn to **109**.
If you roll a 3 or a 4, turn to **194**.
If you roll a 5 or a 6, turn to **117**.

46

You are standing outside the door in the corridor; you follow the corridor North, to its end. In front of you is a stone wall. Furious and frustrated, you throw yourself at the wall, and to your amazement, it immediately swings open, and you tumble through into another room.

You quickly pick yourself up, and look around. The room is large and bare, except for a stone table straight ahead of you, behind which sits a glowering, demonic Dwarf. “Come forward, Stranger,” he commands. “But slowly – I have powers that are great indeed.” You do as he says, and stand before the stone table. “In your backpack,” says the Dwarf, grinning, “you have two books of spells. You must indeed be a powerful sorcerer. Perhaps,” he suggests ingratiatingly, “we might join forces against Chaladon?” Do you:

Agree to his suggestion?	Turn to **135**
Tell him you have come to kill Chaladon?	Turn to **228**

47

He is not interested in your explanations and lashes out at you with his mace, catching you a glancing blow. Lose 1 Strength point. Now you must fight:

	Dexterity	*Strength*
GUARD:	8	8

If you win, turn to **196**.

48

You lay the VORTIGERN’s barb at her feet, wary of her ferocious pet. But it does not move to attack you, and you hear her voice as a faint tinkling sound in your mind. She is Tylwyth Teg, a Faerie whose powers do not extend beyond her island. She too wishes the people of Meldoin to be freed from the curse of Chaladon, and you hear:

“Open the chest of bronze with care –
My name will open Chaladon’s lair.”

As you watch, she and her pet become even less substantial, until they have melted into the haze. Feeling oddly sad, but greatly at peace, you cross back over the footbridge. Gain 3 Strength points and turn to **84**.

49

The great SERPENT lies dead at your feet, and you see that it has been guarding something. At first, you think it is an egg, but when you pick it up, you find that it is an odd sort of smooth, heavy stone, which fits neatly into your hand. The stone was lying on a piece of parchment, which bears the words:

“For any who meet the Armoured Knight,
This Deathstone will instantly end the fight.”

You place the Deathstone in your backpack, puzzling over the meaning of the words, and turn out of the SERPENT’s lair, back South. You soon come to a junction on your right. If you have not already done so, you may now explore the passage South – turn to **103**. Otherwise, you take the passage West. Turn to **260**.

50

Passing an alleyway to your left, you soon find that the road takes a sudden turning right. You have gone only a few paces along this new road before a figure leaps at you from the shadows. Roll two dice. If the total is less than, or equal to, your Courage score, turn to **81**. If the total is greater than your current Courage score, deduct one Courage point and turn to **193**.

51

You draw your sword. Fight each Bolgroth in turn. However, because of their thick skin and armour, in each battle your first two blows will cause only *one* point of damage, rather than *two.* Thereafter, each hit you score will cause *two* points of damage to the Bolgroth, as normal. Each blow from a Bolgroth to you will cause the normal *two* points of damage to you.

	Dexterity	*Strength*
First BOLGROTH:	8	8
Second BOLGROTH:	7	10

If you win, turn to **91**.

52

Turn to **160**.

53

You lift the lid of the stone casket. There is a bronze key within, and you put this in your backpack before heading back North. Turn to **191**.

54

You step over SCARESPEAR's corpse and continue North. An alleyway to your left appears dark and menacing, and so you continue North. After a short while, you pass a second alley on your left, but press on Northwards. Turn to **231**.

55

Which door will you take now?

North?	Turn to **28**
West?	Turn to **129**

56

You walk the short distance East to the crossroads, and stop to look and listen. Everywhere is silent, the houses all boarded and shuttered. Only the moonlight guides your way. Will you now:

Go South?	Turn to **18**
Continue East?	Turn to **45**
Go North?	Turn to **6**

57

Very soon, you pass a main road on your right: it looks like the road straight back to the main gate, though it is hard to be sure in the moonlight. You press on Eastwards. Turn to **88**.

58

The road turns West, through more dilapidated and empty houses, and then turns South again. You soon come to a junction; in the deep shadows of the road ahead, you can make out small gangs waiting threateningly with clubs and knives, and so you quickly take the road East. Turn to **98**.

59

A little further on, you come to another junction. A road leads off to the South, but it does not look very promising. You are about to continue West when your attention is caught by a huge stone statue on your right. The statue is fully ten feet high, and represents a kind of huge scaly lizard. Its mouth is open, as though in a roar, and two long fangs are visible. Its tail ends in a spiked barb. Beneath the statue is a plaque, and you read, "Vortigern, the terror of Tylwyth Teg." Turn to **2**.

60

The road begins to improve, and soon is fairly good again, although on either side of you there are only deserted huts. You come to another junction. Will you now:

Take the road South?	Turn to **68**
Continue East?	Turn to **87**

61

You rest against the tree. You feel yourself drifting into sleep, and you seem to be dreaming. You are, you hear, beneath the Tree of Listening. The bird perches on your knee. She says that her name is Eletherin. She warns you that many dangers lie ahead, though you are on the right road. You wake refreshed and feeling in high spirits. Gain 4 Strength points and turn to **141**.

62

His expression changes as he snatches all your jewels from your hand. "No emerald!" he snaps. "Leave here, stranger!" Will you:

Do as he commands, and leave?	Turn to **159**
Draw your sword and fight him?	Turn to **267**

63

You move quickly backwards from the three menacing figures closing in on you, ready for a difficult fight. But you lose your footing as you retreat, trying to draw your sword at the same time, and tumble backwards into the open sewer.

The three ROBBERS evidently find this hilarious, as they stand in the road laughing and pointing at you. Furious, you climb out, ready to do battle, but any provisions and magic herbs you had left are now ruined and inedible. Turn to **181**.

VORTIGERN
DE-JELW 85

64

You walk into the room, your sword at the ready, but it is empty apart from a battered table and a few chairs, mostly broken. All the furniture is covered in dust. You see a fine-looking sword on the opposite wall, and go over to it. Beneath the sword is a plaque that reads, "Valadoir – scourge of the evil".

You try the sword: it is an excellent weapon, of perfect balance and fine steel. Pleased with your find, you place it in your sheath instead of your own sword. In future battles, you may add 2 points to your *fighting power* when using it. You leave the house. West seems to be a dead-end, and so you walk East, past the alleyway on your right. Turn to **241**.

65

"Well," says the Dwarf, grudgingly, "perhaps it was not luck the first time." He takes the True Book of Spells from the chest and solemnly hands it to you. You place it in your backpack, and the Dwarf walks away from you, and through a door on the North side of the room.

On the West side, you see a great oak door, set with brass studs. Above it is inscribed the name, "Chaladon". There are two locks on the door. Have you got a Silver key? If so, turn to **156**. Otherwise, turn to **218**.

66

Going West, you soon pass an alleyway on your right. Will you:

Take this new way North?	Turn to	**24**
Continue West?	Turn to	**90**

67

You open the casket. It is filled with jewels and gold. Feeling rather guilty, and watching all around you, you take three diamonds, three sapphires, three opals, and fifty gold pieces, packing them carefully in your backpack. Will you now:

Try the door on the right?	Turn to	**208**
Leave and continue West?	Turn to	**252**

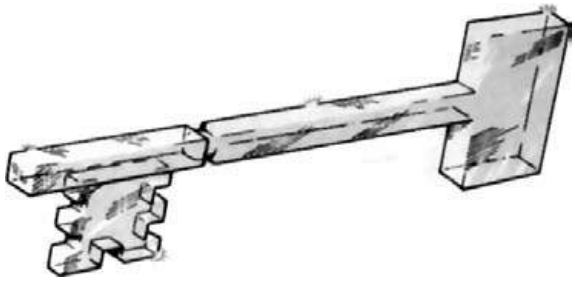
68

The road goes steadily South between low, barrack-like buildings, before narrowing and crossing a wasteland, with just the occasional darkened but to be seen. The road narrows more, and bears West, and you feel a sudden pain in your leg. A rat has bitten you.

Almost at once, there is the sound of hundreds of tiny scurrying feet – there are rats everywhere! You slash at them with your sword as they leap at you from all angles. Lose 3 Strength points, and, if you are still alive, you run West away from them. Turn to **254**.

69

The GIANT lies dead at your feet, and you are about to continue North when the moonlight glints on something at his neck. You look closer. A crystal key is tied to a cord round his neck, and you cut the cord and pocket the key. You hurry North, and soon the road ends at a junction. Turn to **9**.



70

The sword is heavy in your hands. It is a cursed, Bolgroth weapon, and you feel energy draining from you as you hold it. Lose 4 Strength points. If you are still alive, you drop the sword. Turn to **85**.

71

You walk boldly up to the main gate. You see that the two guards are oddly-formed creatures, with the faces of boars but the bodies of men. Their skin is thick and bristly, like a boar's, and they are wearing tough leather armour. They are BOLGROTHs – creatures of low intelligence but considerable aggression. They turn to you as you approach.

"Well," says one, his voice deep and snuffling, "a Stranger. We don't see many here. Have you brought us gold?"

If you will offer them gold, turn to **29**. If you would rather draw your sword and attack them, turn to **51**.

72

You briefly search the corpse of the great dead VORTIGERN, but find nothing of value. But, as you search, the barb at the end of its tail comes away in your hand. Thinking that this could be of use later, you gingerly put it in your backpack. Will you now go:

East?	Turn to	**104**
West?	Turn to	**204**

73

The tunnel goes East for some time, until a new passage leads off to the North. Will you:

Take the new tunnel North?	Turn to	**232**
Continue East?	Turn to	**111**

74

You duck and raise your shield. The arrow thuds into it, and you stand ready to fight. But, looking around you in the eerie moonlight, all is calm. You must have scared off your attacker, and so, watching all around you, you head off North again. Soon the road turns East. Turn to **60**.

75

You are lucky. You duck into the shadows and watch as a lumbering BOLGROTH passes, over the crossroads, heading South. BOLGROTHS, creatures with the faces of boars but the bodies of men, are not very clever, but are armoured and you know them to be tough opponents in a fight. You wait until the sound of the Bolgroth's footsteps have faded completely before emerging into the moonlight. Turn to **56**.

76

Have you met Tylwyth Teg? If so, turn to **195**. Otherwise, turn to **166**.

77

Even as you begin chanting the spell, you begin to feel cold. As you complete it, you realise that you cannot move. Your body is turning to stone, for you have cast a spell from one of the false books. Your last memory is of the Dwarf laughing hysterically, and your adventure ends here.

78

The armour is magic, and you feel wonderfully strengthened. Restore your Strength points to their *Initial* level. Will you now:

Take the sword? Turn to **251**
Leave the forge and continue North? Turn to **96**

79

The wind blows scraps of paper and rubbish at you as you walk, and becomes stronger as you press on Northwards. It is as though the evil spirit of Chaladon himself were trying to hurl you back. You press on, and the wind becomes a full gale, howling into your face and hurling sticks and dust at you. You put up your shield, grit your teeth, and struggle forwards with grim determination. As though in recognition of this, the wind drops, and you are able to walk normally. You soon arrive at a road off to the East. Will you now go:

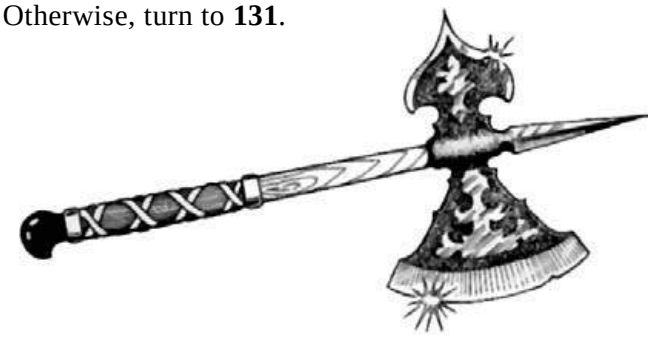
East? Turn to **177**
Continue North? Turn to **235**

80

You listen for further guards, exhausted, but all seems quiet. You take a suit of chain-mail from the wall and try it on, but it is too large and heavy for you, and so you discard it. You move through the door into the next room, and see a door in the South wall. It opens into a narrow corridor, and you walk down this until you reach another door, which is locked. If you have a bronze key, turn to **120**. Otherwise turn to **236**.

81

You gaze unflinchingly at the figure before you. He is tall and thin, and wears no armour, but he has a lance which he wields with great ease. “I am SCARESPEAR,” he announces, in a voice which seems to come from beyond the grave. “You shall not pass me.” If you have a net, turn to **172**. Otherwise, turn to **131**.



82

"You have failed the most elementary of quizzes," says the old man. "But I wish you luck in your quest." Turn to **270**.

83

You explain that you are a traveller, and wish only to continue on your way. He looks at you greedily. "The way out is quite simple," he cackles, "but what will you pay me?" Will you offer:

Gold?	Turn to **192**
An emerald ring?	Turn to **258**
A key?	Turn to **186**
Or draw your sword against him?	Turn to **267**

84

You stand for a few moments on the bank, contemplating the mysterious island. But you feel sure you must be close to your goal now. You press on, and very soon the alleyway turns North, and you find yourself at the gate of the palace itself. Have you got a copper key? If so, turn to **3**. Otherwise, turn to **168**.

85

Will you now:

Investigate the chest?	Turn to **223**
Leave the forge, and go North?	Turn to **96**

86

As you pass the ruined houses, you are amazed to see a man in a frock-coat, apparently playing cards on his own. He is sitting outside what was once obviously a fine house, talking to himself. Will you:

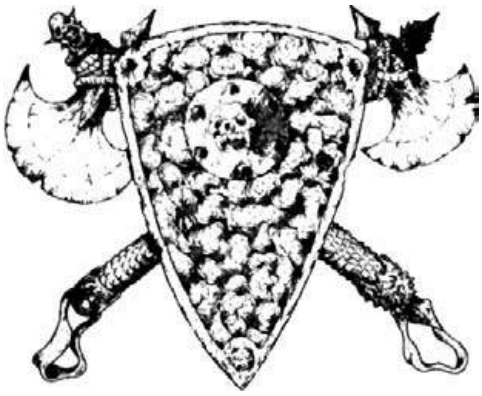
Try to talk to him?	Turn to **106**
Attack him?	Turn to **35**
Continue North?	Turn to **97**

87

You realise, as you walk along, that you are walking between rows of low, stone buildings that remind you of barracks. As you are thinking about this, a BOLGROTH steps out from one of the buildings into the road ahead of you. He is wearing no armour, and you rush him at once.

	Dexterity	*Strength*
BOLGROTH:	10	8

If you win, turn to **44**.



88

Walking East along what seems to be a main road, you are struck by the fact that there is no sign of life yet. There are no taverns, no lights anywhere. But something is moving in the shadows ahead of you – and warily you approach a dribbling, misshapen creature. He grabs at your backpack, and you both fall, fighting, to the ground. Within a few seconds the creature has escaped into the night, and you pick yourself up and check your provisions. Five pieces of gold are missing, and you look angrily about you – but the creature is nowhere to be seen.

However, his torn and ragged coat is on the ground, and you quickly look through the pockets. You find only a small cloth pouch; in the pouch is a kind of tubular plant, and on the pouch is scrawled, "Mandrake Root".

You put this in your backpack before continuing East, and shortly you arrive at a junction. Will you:

Go North?	Turn to **79**
Continue East?	Turn to **36**

89

You search the dead BOLGROTH, but find nothing of value. He wears a necklace made of plaited hair, which catches your eye. If you wish to try on the necklace yourself, turn to **238**. Otherwise, turn to **56**.

90

You shortly find that the street is blocked by a barricade of metal spikes and sharpened wooden stakes, burning in the night. A villainous-looking character moves from the shadows on your right, and you hear a movement behind you: two men have crossbows aimed at your back. As you turn your head to face the first man again, you see that yet another two have appeared from the shadows, and have crossbows aimed at your heart.

The Chieftain holds out his hand. "A Mandrake Root," he demands, "and you may pass. Otherwise you die now."

You consider fighting, but only for a moment – then you give the Chieftain the Mandrake Root.

"Good," he says, placing the Root in his tunic. He leads you into the house on your right, then through a short, evil-smelling alley, West, and back into the main street.

The barricade is behind you, its flames turning the night sky orange, you continue West. Turn to **121**.

91

The Bolgroths dead, you cautiously push open the gate. Turn to **142**.

92

On the short swim back to the shore, you suddenly feel a painful bite on your leg. Almost immediately, you feel more bites, and realise that you are being attacked by PIRANHAS. You swim for your life, and climb back onto the shore. Lose 5 Strength points, and, if you are still alive, turn to **84**.

93

He shakes his head sadly, and, as you are watching, simply disappears. Puzzled, you continue North. Turn to **97**.

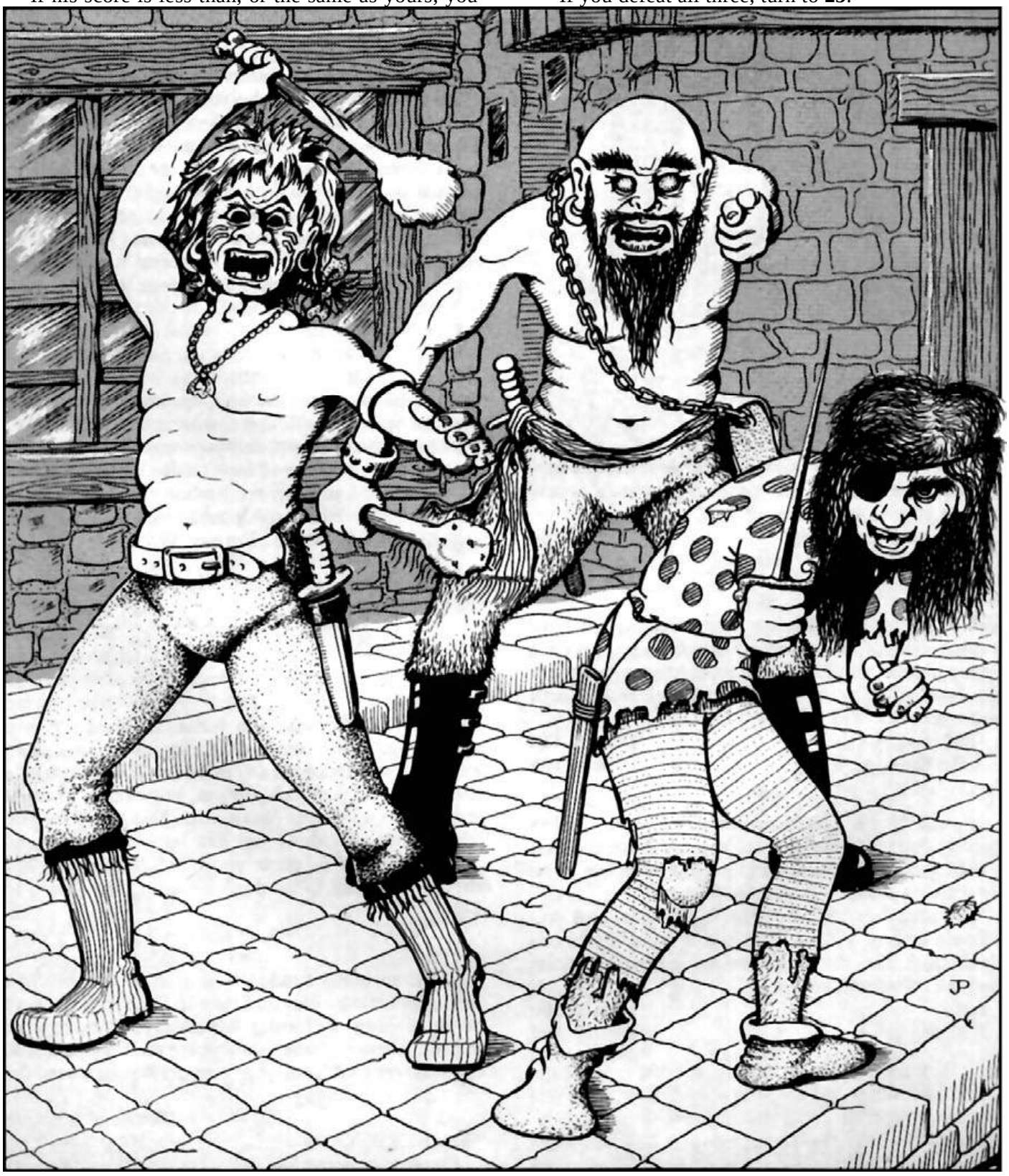
94

You step hastily back from the onrushing figures, and almost overbalance into the sewer behind you. But you just keep your footing and prepare for a fight against the three ROBBERS facing you. They are carrying clubs and knives, and their leader points to you and then stands back. The first two ROBBERS close in on you, and you will have to fight them both together. To do this, attack the first ROBBER as in a normal battle. But for each round of fighting, throw for the second ROBBER as well.

If his score is less than, or the same as yours, you have successfully defended yourself against him in this round, and sustain no injury. If his score is greater, he has wounded you and you must deduct 2 Strength points. After killing the first ROBBER, you then fight the second ROBBER as normal. If you defeat both ROBBERS, you then turn and fight the CHIEF ROBBER.

	Dexterity	*Strength*
First ROBBER:	8	8
Second ROBBER:	6	8
CHIEF ROBBER:	9	10

If you defeat all three, turn to **25**.



95

The door opens easily, and you find yourself in a narrow corridor. After a few paces, you It notice a new door to your right. Will you:

Press on Northwards? Turn to **46**
Try the new door to your right? Turn to **272**

96

Walking away, the red glow fades, and the night air is quite chilly. There are no houses here, you are walking across wasteland, but you soon you see that there is a road off to your left, and that the road North improves also Will you:

Continue North Turn to **112**
Take the road West? Turn to **198**

97

The road North continues for some while, going steadily downhill all the time. You are in a tree-lined venue; and the trees press closer together until you are walking under a canopy of 164 age.

The branches shut our the moonlight, and you stumble against a door. You can feel, in the pitch-black, that the door has swung open, and step through. Now will you go:

Left Turn to **200**
Right? Turn to **163**

98

All is dark and silent as you walk, the few empty huts at the side of the road are long abandoned. Soon you come to a junction. Will you now go:

South? Turn to **13**
Continue East? Turn to **43**

99

The great monster gives a fearsome roar and moves in for the attack. You draw your sword in readiness. The VORTIGERN makes a sudden leap at you and the battle begins.

	Dexterity	*Strength*
VORTIGERN:	12	8

If you win, turn to **72**.

100

Moving to the well, you see that there is a bucket tied to a rope at the side. The well does not look as though it has been in use for some time. You toss down a stone: it clatters off the sides and you hear it hit the bottom. Deciding to investigate further, you lower the bucket and fasten the rope at the top.

As you climb down the rope, you notice a faint light, which grows stronger as you reach the bottom. The eerie, greenish light seems to come from the walls themselves, and when you get to the bottom you see that there is a tunnel leading off to the South. As this seems to be the only way to go, you set off South. The tunnel is quite high enough for you to stand up in, and the light remains steady. Quite soon, the tunnel branches off to your left. Will you:

Take the new tunnel East? Turn to **73**
Continue South? Turn to **123**

101

Back at the bottom of the well, you are relieved to see that the bucket is still there, with the rope attached. The rope seems intact, and you begin climbing up.

Reaching the top, you look cautiously around, but all is dark and you can see no-one. You climb back out, into the main road, and continue on your original journey North. Turn to **19**.

102

Warily, you step into the water. Although it is a chilly night, the water is pleasantly warm. You expect to be attacked at any moment, but get safely to the island. As you look around, however, a thought strikes you, and you check your backpack. As you feared, any provisions you had left are now soaked and inedible. You curse your thoughtlessness, but there is nothing to be done about it now. Turn to **246**.

103

The tunnel ends suddenly in a large cavern. You hear a growling noise and turn in time to see a kind of huge slug slithering towards you. It has an excellent sense of smell, and sharp teeth in each jaw. As it moves to devour you, you draw your sword for the fight.

	Dexterity	*Strength*
LUMBERBUG:	10	12

If you win, turn to **4**.

104

Walking carefully East, you see that a new alleyway leads off to the North. Will you:

Go North?	Turn to **203**
Continue East?	Turn to **253**

105

On your left are large, blank buildings that look like warehouses. Ahead and on the right, the night sky is lit by a dull red glow that comes from a large, low building. You stop when you reach it. You can feel the heat, even from the road, and realise this must be the forge that the refugees told you of. Will you:

Enter?	Turn to **221**
Continue North?	Turn to **96**

106

You sit down and suggest a game. He seems pleased, though there is something about him which makes you feel uneasy. He says that the stakes are 5 gold pieces. Will you put up the 5 pieces and play? If you will, turn to **21**. If you would rather decline the offer and continue North, turn to **97**.

107

You knock sharply on the door with your sword-handle, and the noises stop. Then you hear a different noise, like the scurrying of many tiny feet. You push open the door and step in, but there is no-one there. The room is in perfect order; in the centre is a table, with four chairs around it, and in the centre of the table is a bronze casket. There is a door on the right. Will you:

Try to open the casket?	Turn to **67**
Try the door on the right?	Turn to **208**

108

You charge the door, and it seems to give a little, but it causes you some bruises. Lose 3 Strength points. Will you now:

Try charging it again?	Turn to **23**
Leave, walk back through the forge, and continue your journey North?	Turn to **96**

109

Two of the bolts thud into your body. Luckily, your light armour affords you some protection, but you must still lose 2 Strength points. Cursing, you pull the bolts painfully from your body before continuing much more cautiously along the alleyway. Turn to **26**.

110

You are walking East, past the deserted houses. After a short time, you see that there is a light coming from one of the houses on your left. Will you:

Enter?	Turn to **189**
Continue East?	Turn to **187**

111

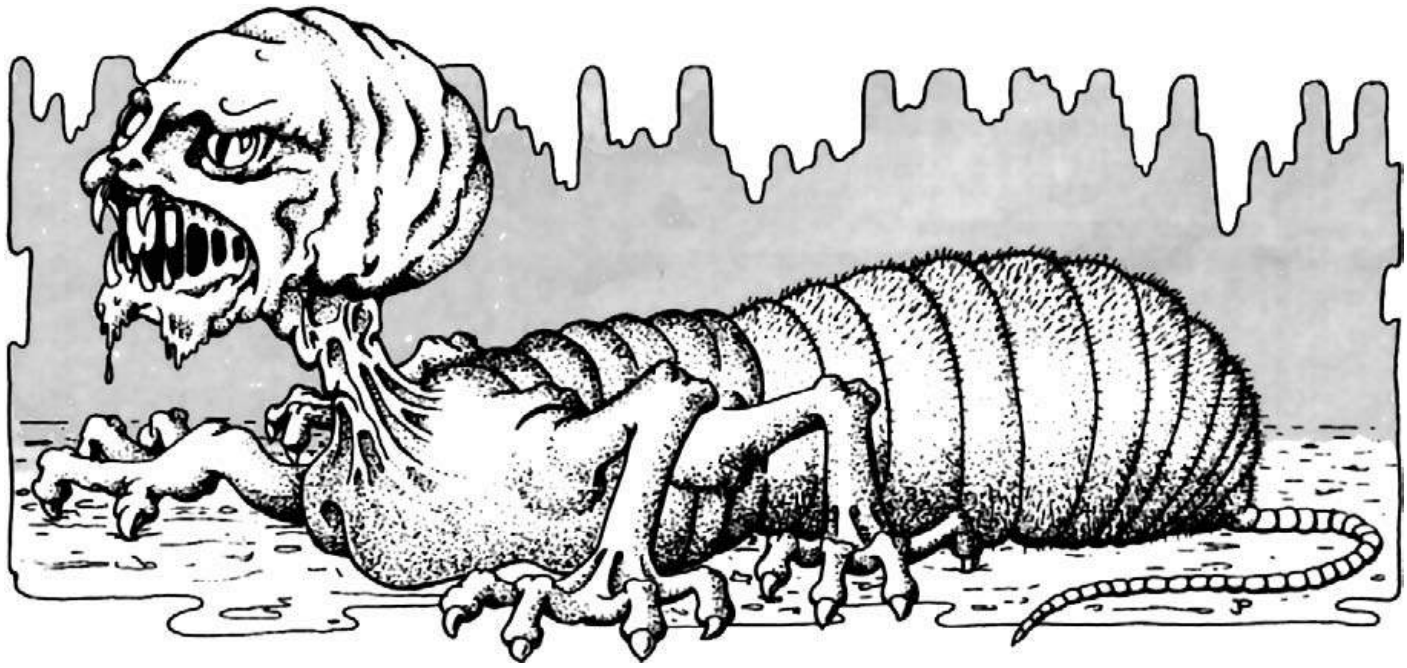
Almost at once, you see a well on your right. Will you:

Investigate the well?	Turn to **100**
Continue North?	Turn to **19**

112

You have walked only thirty paces or so when you see that there is a road on your left. Will you now:

Take the road West?	Turn to **206**
Continue North?	Turn to **86**



113

Still moving North, and keeping in the shadows, you reach the T-junction. Will you go:

East? Turn to **88**
West? Turn to **271**

114

After a few paces South, your way is blocked by a solid bronze door. If you have a bronze key, turn to **201**. Otherwise you will have to return to the bottom of the well – turn to **101**.

115

As your blade flashes, both she and the monstrous creature disappear. You search the tiny island, but find nothing. Turning back, you see that the footbridge has disappeared also! You must swim back – turn to **92**.

116

As you are about to continue, there is a deep rumbling sound on your left. A portcullis drops, sealing off the North-bound tunnel. With little other option, you continue East, and after a while, the passage ends at a junction. Will you:

Try the tunnel North? Turn to **220**
Try the South-bound tunnel? Turn to **103**

117

Six of the bolts thud into you. Your light armour protects you from their full force, but you still lose 6 Strength points. Painfully, you pull the bolts from your body, and continue East. Turn to **26**.

118

A nauseating smell gets steadily worse as you walk, and you realise after a few minutes that it is coming from an open sewer on your right. On the left are only darkened, battered huts, and you hurry on. Turn to **32**.

119

The armour is magical, and you feel all your energy returning. Restore your Strength points to their *Initial* level. Now will you:

Investigate the chest? Turn to **223**
Leave the forge, and continue North? Turn to **96**

120

The key fits into the lock and the door opens. You walk into a large room, in the centre of which is a marble table. Sitting at this table with his back to you is a small figure emanating evil.

"You have come a long way, adventurer, and fought hard," he says, and you realise with surprise that he is speaking to you. "But without the Book of Spells," he continues, "your quest is useless." He turns, and you are facing a demonic Dwarf. "I shall have a little sport with you," he cackles, and snaps his fingers. From above, a heavy net drops over you, and you struggle helplessly to free yourself. The Dwarf gives a call, and four more PALACE GUARDS, in full armour and carrying pikes and battleaxes surround you. You are helpless. The first lifts his axe . . . and your adventure ends here.

121

Continuing, another narrow road appears almost at once on your right. Will you:

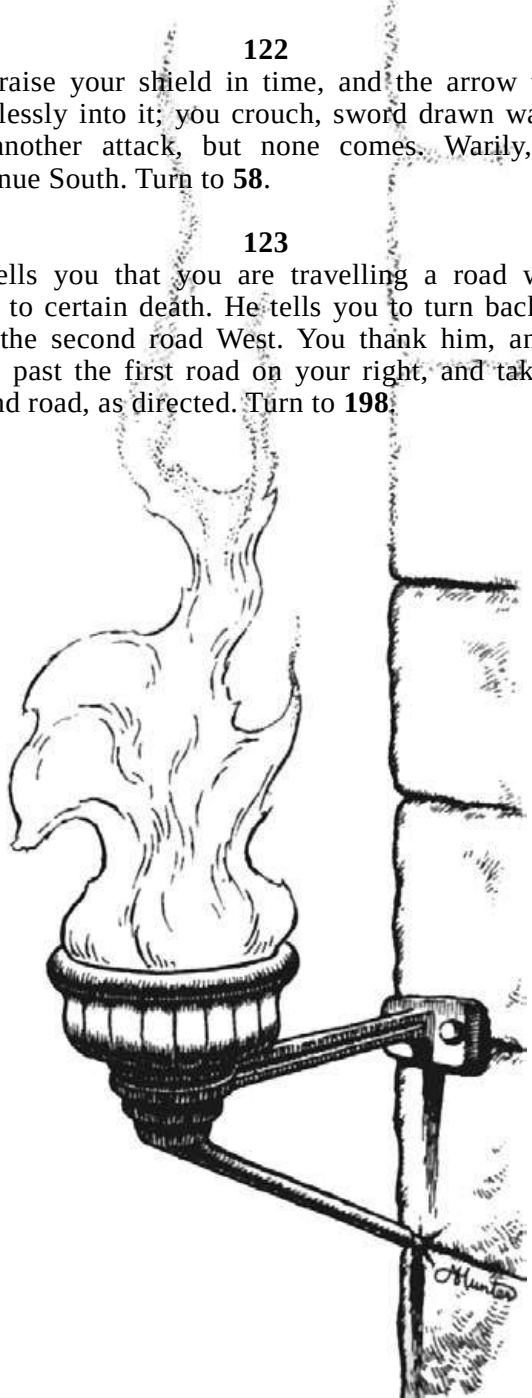
Take this new road North? Turn to **203**
Continue West? Turn to **59**

122

You raise your shield in time, and the arrow thuds harmlessly into it; you crouch, sword drawn waiting for another attack, but none comes. Warily, you continue South. Turn to **58**.

123

He tells you that you are travelling a road which leads to certain death. He tells you to turn back and take the second road West. You thank him, and go back, past the first road on your right, and take the second road, as directed. Turn to **198**.



"You see Chaladon himself"

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124

The lid of the chest lifts easily. But immediately, a jet of choking gas shoots out, catching you full in the face. Lose 4 Strength points. You stagger, gasping, out of the house and back into the street to continue your journey West. Turn to **50**.

125

After a few short paces South, your way is blocked by a solid bronze door – you will need a bronze key to open it. If you have such a key, turn to **201**. Otherwise, you may go back North, to the well – turn to **101**, or try the tunnel East – turn to **73**.

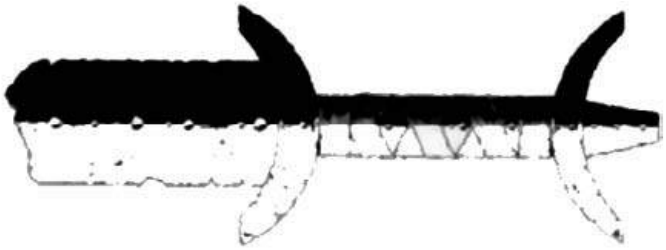
126

You place a portion of your herbs on the table, and the men begin, robot-like, to eat them. Slowly, their expressions change; they look around them, and then at you, with wonder and gratitude in their eyes. "Free, at last," says one of them, "from Chaladon's evil curse. Do you have any more of this wondrous herb?"

You explain that, unfortunately, it is very rare, but that you propose to meet Chaladon, defeat him, and lift the curse from the whole of Meldoin. "You are welcome indeed, Stranger," says the man at your left, "but you must be strong and clever to defeat Chaladon."

He goes on to tell you that you are on the right road and that when you leave, you should go East; then you will soon pass the but of Miletus. He also tells you that Miletus is vicious and cunning, a deputy-sorcerer of Chaladon's, and that he is famed for his love of jewels. The man to your right rises and removes a ring from his finger. It is set with a very large pure emerald. Will you:

Put it on your own finger?	Turn to **259**
Ignore the offer and leave?	Turn to **133**



127

"Jewels," cries Miletus, "let me see what you have. It is an emerald that I prize most." If you have an emerald ring, turn to **258**. Otherwise, turn to **62**.

128

You hold your ground and strike at the FLYING SKULL again and again. One of your sword-blows obviously hits a vital spot, for the skull shatters, and falls in pieces at your feet. As you watch, the glow from the shattered skull begins to fade, and the bones begin crumbling to dust. But before the glow dies completely, you see a copper key lying among the bones. Quickly, you pick it up and put it in your backpack before running back North. Turn to **101**.

129

You are in a small library. You look carefully at all the books lining the walls, until you see one titled, "Spells of Chaladon". Delighted, you put this in your backpack and return to the large stone-flagged room. You take the door North. Turn to **95**.

130

You lift the lid of the bronze chest, but are dismayed to find it is completely empty. But then you recall your meeting with the Faerie, and whisper her name. Slowly, the base of the chest lifts, revealing a gold key. You quickly take it and put it in your backpack. As you do so, a movement behind you alerts you to danger. Turn to **219**.

131

You close in battle with SCARESPEAR:

	Dexterity	*Strength*
SCARESPEAR:	11	10

If you win, turn to **54**.

132

The VORTIGERN moves to attack you, and you prepare to defend yourself. Because of its scaly skin, for the first jour rounds of fighting, deduct only *one* Strength point each time you strike the VORTIGERN. Thereafter, for each fighting round, deduct two points. Each time you are wounded, deduct two points from your strength score, as normal.

	Dexterity	*Strength*
VORTIGERN:	12	8

If you win, turn to **72**.

133

You stand outside the little house. Will you now go:

West? Turn to **161**
East? Turn to **183**

134

The footbridge is shaky, but it takes your weight. You cross onto a very small island which radiates an aura of power. Turn to **246**.

135

"So," sneers the Dwarf, "you think yourself my equal in magic and strength?" He points his hand at you, and a rope snakes from it, wrapping itself around your neck.

You struggle desperately as the rope tightens, threatening to choke you, and at last manage to free yourself. Lose 3 Strength points. Gasping for breath, but furious, you tell the Dwarf that you have indeed come to kill Chaladon. Turn to **228**.

136

You are not so lucky in this round of the game. The creature on your left peers at the pebbles in the jar, gurgles, "I won," and holds out his hand for the sapphire. Will you:

Give him the jewel, but ask for information? Turn to **15**
Draw your sword and attack them? Turn to **146**

137

He is surprised by your sudden move, but dodges your blow. You close for battle.

	Dexterity	*Strength*
GUARD:	8	8

If you win, turn to **196**.

138

You walk cautiously West, but there are no further incidents. You reach another junction; South, the street is in near-total darkness, but you can see a small band of threatening-looking figures carrying clubs and knives, and so you hurry North. Turn to **31**.

139

You walk quickly through the darkened street, keeping in the centre of the road. The houses on either side give off an air of menace, and you hurry until you reach a T-junction, where you take the road North. Turn to **112**.

140

You examine all the suits of armour until you find one that is your size. It is enchanted, and immediately restores your energy. Take your Strength points back to their *Initial* level. Feeling very pleased, you walk back through the forge and out into the road again, to continue your journey North. Turn to **96**.

141

You continue North, past another alley on your left, and almost at once notice a well on your right. Do you wish to:

Investigate the well?	Turn to **100**
Continue North?	Turn to **19**

142

You are inside the city of Meldoin. All is silent and dark. You are in a North-facing street, but it strikes you that the houses on either side are shuttered and silent. The moonlight allows you to see to the end of the street, where there is a junction. You move cautiously forward; but before you reach the junction, you see an alleyway leading off to your left. Will you:

Take the new alleyway West?	Turn to **205**
Continue North?	Turn to **113**

143

Losing your nerve, you run back North, away from the FLYING SKULL. Turn to **101**.

144

You tug the wristband from the dead BOLGROTH's arm, and try it on your own wrist. Immediately, you are overcome by a feeling of great lethargy. Lose two Dexterity points. Turn to **263**.

145

You find yourself in what seems to be a small library. Searching the books lining the walls, you find one entitled, "Spells of Chaladon". You put this in your backpack and hurry back into the stone-flagged main room. Will you now go through the door to the:

North?	Turn to **28**
East?	Turn to **33**

146

You are sitting awkwardly, and as you draw your sword, the one on your right takes the jar and dashes you over the head with it. You fall back, stunned for a moment. Lose 2 Strength points.

You quickly regain your senses, but both of the strange creatures have disappeared into the night, and the small pile of jewels has gone as well. There is nothing else to do but leave and carry on North. Turn to **118**.

147

Turn to **217**.

148

The road passes through dilapidated hovels on both sides. Soon, the road turns South, and you have the unpleasant feeling that you are being watched.

The moonlight glints on the flash of an arrow through the darkness, and you swiftly raise your shield. Roll two dice.

If the score is less than your Courage score, turn to **122**. If it is the same or greater, turn to **216**.

149

You listen at the door, but cannot make out what is causing the odd noise that you can hear. You bang loudly on the door with your sword-handle, and there is immediate silence. Then you hear another sound, like hundreds of tiny scurrying feet. You push open the door and step into the room, but there is no-one there. The room is in perfect order; in the centre is a table, with four wooden chairs round it, and in the centre of the table there is a small bronze casket. There is door on the right. Will you:

Try to open the casket?	Turn to **12**
Try the door?	Turn to **42**

150

You find a suit of armour that is your size, and try it on. The armour is magical, and you feel greatly strengthened. Restore your Strength points to their Initial level. Now, will you:

Take the sword?	Turn to **70**
Investigate the chest?	Turn to **223**
Leave the forge, and continue North?	Turn to **96**

151

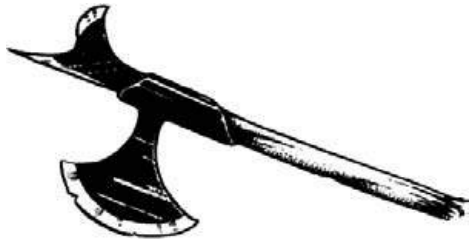
Chaladon's body lies motionless at your feet. It has been a terrible journey, and a tough and bloody final battle. You replace your sword in its sheath and take out the true Book of Spells. With the book, you will have control over all of Chaladon's mutant warriors, but first you find the Spell for Lifting Curses. You cast it. Turn to **275**.

152

You find nothing else of interest, and walk back through the forge and under the archway. You head North. Turn to **96**.

153

Half-blinded, and in great pain, you stagger back out into the street. Slowly, your eyes become accustomed to the moonlight again, and the pain lessens. Lose 5 Strength points, and if you are still alive, turn to **252**.



DE·KALB 85

154

You kill the first sleeping BOLGROTH with a sword-blow, but the second immediately wakens and grabs his sword. But he is not properly awake, and you close in for the kill.

	Dexterity	*Strength*
BOLGROTH:	6	6

If you win, turn to **207**.

155

He offers no defence against your attack, and your mighty sword blow severs his head. The headless body slumps to the floor, blood gushing from the neck. The table has been overturned by your attack and whatever was in the jugs now mingles with the old man's blood.

You consider examining the books – now scattered – which had been on the desk, but as you do so, you catch sight of the severed head. The eyes still seem to be alive. The mouth moves slightly, saying words you cannot hear, and then there is a great stillness around you. The air feels thunderous, and you want to get out as fast as you can. But your legs are leaden, and as you struggle to the door, lose 7 Strength points. If you are still alive, turn to **270**.

156

Do you have a gold key? If so, turn to **256**. Otherwise, turn to **218**.

157

The words on the parchment come back to you, and, as the DEATHKNIGHT approaches, you take the Deathstone swiftly from your backpack, and weigh it in your hand. It feels perfectly balanced, and you hurl it with a whiplash movement of your arm. It strikes the DEATHKNIGHT in the centre of its armoured face – slowly a flow of brownish-green blood begins pulsing from behind the armoured mask, and the body collapses in a clattering heap at your feet. Turn to **233**.

158

You search the dead BOLGROTH. He seems to have little of value or use, but his wristband appears attractive. Will you:

Put it on?	Turn to **144**
Continue North?	Turn to **263**

159

You are standing outside the stone hut. You begin walking East again and walk for some minutes, until the tunnel turns North. In the distance, you can see moonlight. You run towards it, and find yourself in the open air, in an alleyway running North. The moon is almost full, and you can see that the alley turns left almost at once, ahead of you.

You stop for a few moments to regain your breath, and then follow the alley West. On your left, you see water. It is a small lake, shrouded in mist; you can vaguely make out the shape of an island beyond the mist, and a rickety-looking footbridge leads across. Will you:

Swim across?	Turn to **102**
Risk the footbridge?	Turn to **134**
Ignore this and continue West?	Turn to **84**

160

He takes the key from you, grinning nastily. "What would I want with this?" he sneers, "I have my own keys. I do not like you, Stranger. You had better leave." You decide this is a wise move. Turn to **159**.

161

You soon pass a road going South, but continue West. The road turns sharply North, though there is a kind of track to the South. Will you:

Try the track South?	Turn to **174**
Go North?	Turn to **41**

162

The sword weighs you down as you lift it from the wall. It is a Bolgroth weapon, and you feel yourself weakening. Lose 4 Strength points. If you are still alive, you are finally able to drop the sword. Will you now:

Try on a suit of armour?	Turn to **119**
Investigate the chest?	Turn to **11**

163

Fumbling in the dark, you feel another door ahead of you, and push through it. You just have time to realise that you are facing a roomful of Dwarfs and Bolgroths. Instantly, one of them pushes a lighted torch in your face, and a second strikes you a mighty blow with a club, on your sword-arm. You fall to the floor, half-blinded, and knowing that your arm is broken. A Dwarf takes your sword and shield, and then three of the Bolgroths begin stabbing you with pikes; another rains blows on you with a club. Finally, they all stand back, laughing.

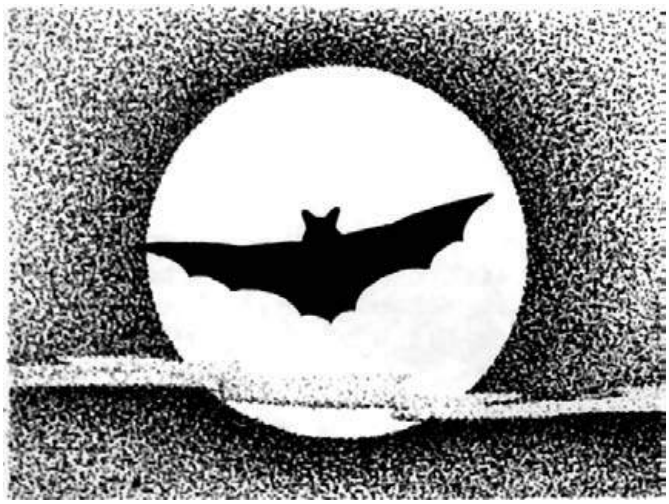
"Enough," says one of the Dwarfs, "for the moment. We do not want to kill it. Put on the chains!" Barely conscious and racked with pain, you feel heavy chains being attached to your ankles, wrists and neck.

"Drag it away!" cries the Dwarf. "We will have more fun later."

You are dragged by the hair and thrown into a stinking, windowless cell. Doomed to spend the rest of your days in Chaladon's terrible dungeons, your adventure has ended.

164

Walking East, away from the strange house, you soon come to another junction. The road runs North-South and you go North, since the way South must soon lead back to the main gate. Turn to **105**.



165

You step swiftly over the body of the bat and move to the junction. The houses in the street you are facing are decayed and empty, but, looking left, you see that a faint light seems to be coming from one of them. Will you now:

Go West, to investigate the light?	Turn to **179**
Take the road East?	Turn to **241**

166

To your great dismay, the chest is completely empty. Frustrated, you search the rest of the stone-flagged room, but find nothing. Now you must decide what to do next. Will you try the door on the:

East?	Turn to **244**
West?	Turn to **145**
North?	Turn to **28**

167

You take out one of the two identical books titled, "Spells of Chaladon". Searching through it, you find a spell labelled "Dwarf dissolver". You read,

"Evil Dwarf, go from here
Back to the land of your birth.
Never shall you reappear
While I am on this earth."

If you will cast this spell, turn to **77**. If you prefer to change your mind and replace the book in your backpack, turn to **40**.

168

Having come so far, you are not going to give up easily now. Will you:

Charge the door?	Turn to **250**
Strike it with your sword?	Turn to **34**

169

They put up no resistance as you cut them down with your sword. You search the room but find nothing of value. Saddened, you leave the house. Turn to **133**.

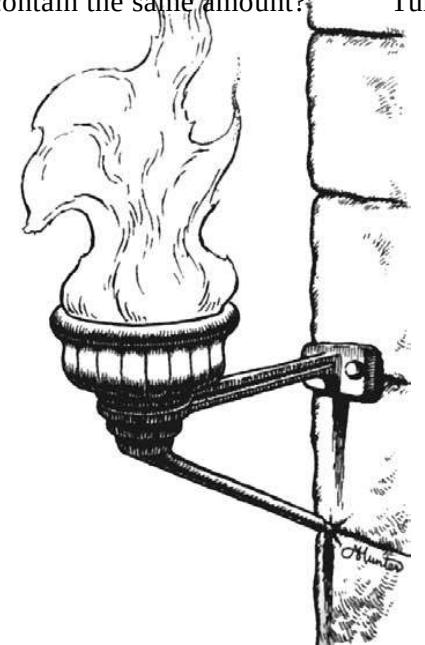
170

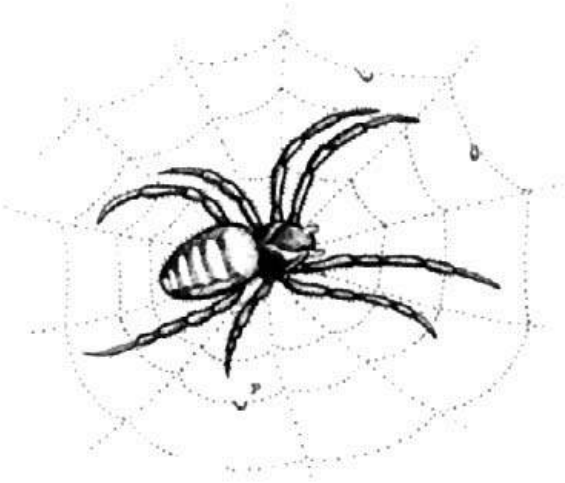
You introduce yourself as a stranger seeking the way to Chaladon's palace, though you do not tell the old man the true nature of your quest. "Well," says the old man, "I can tell you this: to even reach the Palace of Chaladon, you will need to be not only strong and brave, but also clever."

He takes the two jugs of liquid and places them in front of him. "Now," he says, "on my left is a jug of water, and on my right a jug containing exactly the same amount of wine; and I have a goblet. Watch – I shall pour exactly half of the water into the wine, that is**,** one goblet-full." He does this, and places the jug of water back at his left-hand side.

"Next," he says, grinning, "I shall pour exactly the same amount – one goblet-full – from the jug on my right into the jug on my left." You watch as he pours the mixture back into the jug on his left. "Now," he asks you**,** "which jug contains more wine?" Will you answer:

The jug on his left?	Turn to **239**
The jug on his right?	Turn to **211**
Both contain the same amount?	Turn to **82**





171

The second Bolgroth pockets your gold, sneers, and opens the gate. Turn to **142**.

172

As SCARESPEAR advances, you reach into your backpack and cast the net. It billows down, and he tries to free himself, but only becomes more entangled. Seizing the chance, you rush forward with your sword. Because SCARESPEAR is so restricted, each blow from your sword will take away 4 Strength points from him. Resolve the battle:

	Dexterity	*Strength*
SCARESPEAR:	11	10

If you win, turn to **54**.

173

Do you have the barb of a VORTIGERN? If you have, turn to **48** Otherwise, turn to **229**.

174

The way south soon becomes little more than a track across wasteland. You lose your footing and fall badly into a pit. Lose 3 Strength points, and turn to **197**.

175

The door holds. Lose 3 more Strength points. If you are still alive, you pick yourself up wearily and look round. Will you now:

Explore further? Turn to **152**
Leave the forge and go North? Turn to **96**

176

There is a deathly silence all around, and the moonlight makes even your own shadow seem threatening. But you push on, past a road to your right, until you reach another junction. You decide to go North, since the way South must eventually lead back to the main gate. Turn to **112**.

177

The road East is quiet, and you travel safely down it some way. The houses are still silent, and none are showing lights, but a strange noise from one of the houses on your right catches your attention. It is a kind of high-pitched chattering. Will you:

Investigate these noises? Turn to **149**
Continue East? Turn to **22**

178

Shortly, you hear an odd sound from one of the houses on your left. It is a kind of high-pitched chattering. Will you:

Investigate the noises? Turn to **107**
Continue West? Turn to **252**

179

You walk West, through the dark and empty street until you reach the house on your right which seems to be lit. The door is shattered and hangs on its hinges, and you can see no source of the light. The while room appears to be suffused with a soft glow. Will you:

Enter? Turn to **64**
Go back East? Turn to **214**

180

Panting more than a little from your exertions, you continue West, wondering what other nasty surprises are in store for you. You notice that one of the houses on your right seems to have a light burning in the front room, unlike the others. Will you:

Enter? Turn to **5**
Continue West? Turn to **50**

181

The ROBBERS' attitude changes when they see the expression on your face, and two back off, but their Chief holds his ground. He has a short dagger in one hand and a club in the other, and attacks you. Resolve the battle:

	Dexterity	*Strength*
CHIEF ROBBER:	9	10

If you win, turn to **209**.

182

The lid of the chest lifts at once, but a jet of choking gas shoots out. Gasping for air, you stagger back out into the street to continue your journey East. Lose 4 Strength points and, if you are still alive, turn to **187**.

183

Walking East, you pass a road leading South, but press on, until you come to a stone archway. Ahead stretches a dimly-lit tunnel, sloping down into the ground, and you enter warily. After a short while, a new tunnel leads to the North. Will you:

Carry on Eastwards? Turn to **262**
Try the tunnel North? Turn to **188**

184

You soon arrive at another junction. Will you now go:

East? Turn to **190**
West? Turn to **269**

185

Moving beyond the glowing furnaces, you see that there are two lines of sleeping men. They sleep rhythmically, and you realise that they must be the workers. You move to one of them and shake him. Slowly, his eyes flicker open. He stares at you, his face registering no expression at all. You tell him that you have come to help, and need information, but his zombie-like stare tells you that you are wasting your time. You leave him and walk on, between the lines of sleeping people.

At the end of the room there is a door set in the wall. It is made of a strange metal, and your sword has no effect on it. Will you now:

Try charging the door? Turn to **108**
Walk back, leave the forge, and go North? Turn to **96**

186

Decide which key you will offer him.

A Bronze key? Turn to **261**
A Copper key? Turn to **202**
A Crystal key? Turn to **52**

187

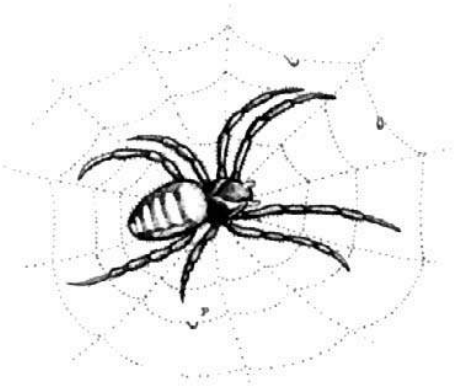
You are in what seems to be a main road. Still there is no sign of life, until you are alerted by a menacing growl from the shadows. You wait, your sword at the ready, and a WOLF springs at you out of the darkness.

	Dexterity	*Strength*
WOLF:	9	8

If you win, turn to **57**.

188

The tunnel climbs steadily upwards until it reaches a dead end. Lose one Strength point. Irritated, you return to the junction and head East again. Turn to **262**.



189

The front door is not locked and opens easily, its hinges creaking. Mouldy, maggot-infested food is on the table and there is a thick layer of dust everywhere. Beyond the table, a wooden chest seems to be unlocked, and behind that is a cupboard. Will you:

Try to open the chest? Turn to **182**
Try to open the cupboard? Turn to **266**

190

You pass almost at once under a stone archway. Ahead stretches a dimly-lit tunnel, and you draw your sword and move forward. After a short while, a new tunnel leads to the North. Will you:

Carry on Eastwards? Turn to **262**
Try the tunnel North? Turn to **188**

191

Soon you arrive back at the junction. If you have not already done so, you may now investigate the North passage – turn to **220**. Otherwise turn to **260**.

192

"My price is fifty gold pieces," grins Miletus. If you are able and willing to pay him, turn to **212**. Otherwise, you may try to fight him – turn to **267**, or leave: turn to **159**.

193

The figure before you is tall and thin, and wields a lance with great skill. He thrusts the lance at you, and you back off. Lose 1 Dexterity point. "I am SCARESPEAR," he announces, in deathly tones, "and none shall pass me." If you have a net, turn to **172**. Otherwise, turn to **131**.

194

Four of the bolts thud into you. Your light armour gives some protection, but you still lose 4 Strength points. You painfully pull the bolts from your body before continuing. Turn to **26**.

195

If you laid the barb of a Vortigern at the feet of Tylwyth Teg, turn to **130**. Otherwise, turn to **166**.

196

Examining the body of the dead Guard, you see that he is wearing a ruby and pearl pendant. You put this in your backpack and press on West. Further on, the alleyway makes a turning to the right, and you find yourself at .a junction. Will you now go:

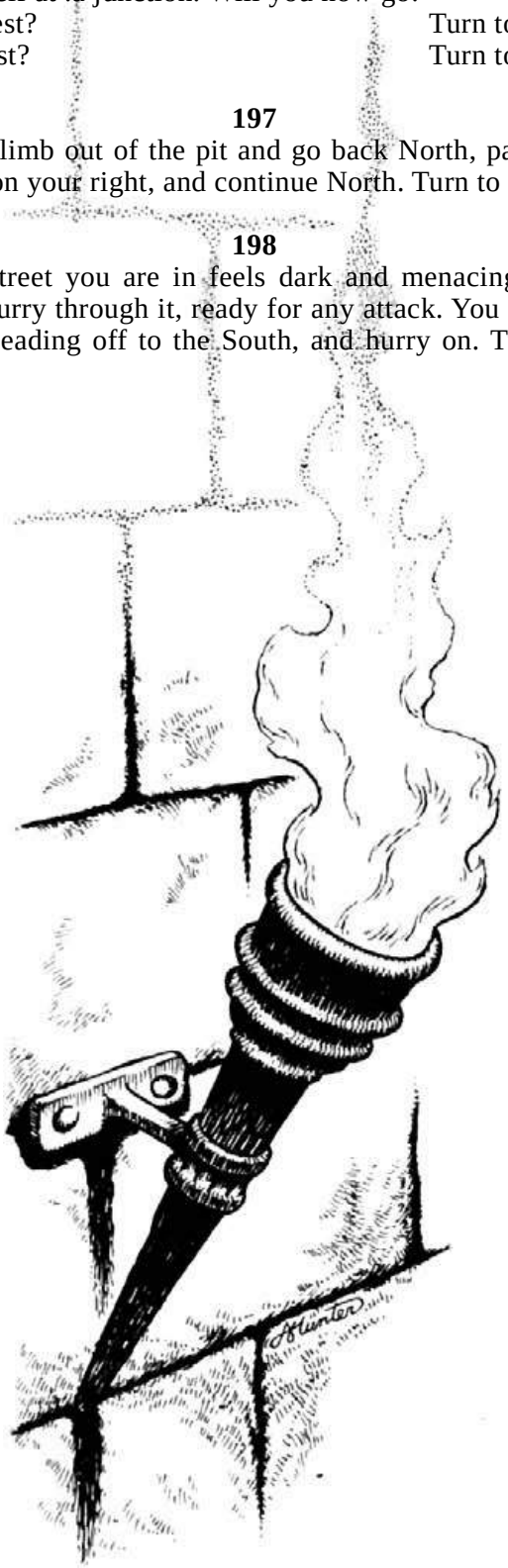
West?	Turn to **255**
East?	Turn to **110**

197

You climb out of the pit and go back North, past the road on your right, and continue North. Turn to **41**.

198

The street you are in feels dark and menacing, and you hurry through it, ready for any attack. You pass a road leading off to the South, and hurry on. Turn to **66**.



199

You pass a road leading South, but press on. Turn to **230**.

200

The air feels damp and cold, and you can feel rough walls. Stumbling in the blackness, you break a trip wire. You hear an ominous rumbling sound from above, but never see the mighty boulder which squashes you like an insect. Your adventure ends here.

201

You try the bronze key, and the door opens easily. You go through, and as you walk down the tunnel, the greenish light begins to fade, until gradually you are in complete darkness. Warily, you move forward.

Vaguely, out of the darkness, you see a glowing white object floating ahead of you. You can make out a pair of dull-red eyes, and hear a stomach-turning sound, like bones grinding together. Suddenly, the FLYING SKULL swoops at you, and you recoil in horror. Lose 1 Courage point. You strike it with your sword, but it seems to have no effect. Roll two dice. If the score is less than your Courage score, turn to **128**. If it is the same or greater, turn to **143**.

202

Turn to **160**.

203

Creeping along the alleyway, you are surprised by a BOLGROTH. You immediately engage in battle, but because of his armour, the first *two* rounds of fighting will cause only *one* point of damage to him. After the first two blows, each blow you strike will inflict the usual two points. If you win, turn to **158**.

	Dexterity	*Strength*
BOLGROTH:	7	7

204

Walking along, you feel increasingly uneasy. You are sure that there are hidden watchers in the shadows. You hear a sudden cackling laugh and turn with your sword at the ready – but there is nothing. The houses here are in a worse state than any you have seen; walls and roofs have partly collapsed, and some are reduced to piles of rubble. The street ends: ahead of you and to the South is wasteland, but a road leads North.

Peering along it, you can hear faint scratching noises, like rats' feet, and in the gloom ahead you are almost sure that you catch sight of several pairs of dull-red eyes watching you. You take a deep breath and press on North.

Heading North, you hear a peculiar sound on your right, a sound like stones rattling, and you move closer to see what is causing it. The noise is coming from inside the ruins of what might have been a rather fine building, and you step carefully inside. Two horribly misshapen figures stare at you. Clothed in tattered rags, and grotesquely thin, they have been tossing pebbles into a jar by the light of a candle. Will you:

Join them?	Turn to **225**
Attack them?	Turn to **243**
Leave and continue North?	Turn to **118**

205

The alleyway is strewn with foul-smelling rubbish, and you push your way through it, disgusted. Suddenly, from one of the houses on your left, a tall figure steps out. He is helmeted, dressed in light armour and carries a mace. "Stop!" he calls, "you must pay fifty gold pieces to pass." Will you:

Explain that you do not have fifty gold pieces?	Turn to **47**
Attack him at once?	Turn to **137**

206

After going West for some time, the road abruptly ends at a junction. Will you go:

North?	Turn to **184**
South?	Turn to **7**

207

You explore the forge. The furnaces are glowing dull-red around you, but there is no activity. The room is large, and so long that you cannot see to the end. You begin dripping with sweat in the heat, and imagine what the place must be like in the daytime, when work is in progress and the furnaces are glowing white-hot! You see a door in the wall on your left. Will you:

Try to open the door?	Turn to **37**
Continue exploring?	Turn to **195**

208

The door opens at once, triggering a booby-trap. There is a small explosion, a flash, and dozens of tiny pellets blast into your face. Turn to **153**.

209

You look around, bloodied sword in hand, but all is quiet. The CHIEF ROBBER has a pouch containing 25 gold pieces, and you put these in your backpack before continuing warily North. Turn to **242**.

210

As you approach, one of the armoured figures comes to life! The DEATHKNIGHT moves towards you, a fearsome broadsword in its hands. If you have a Deathstone, turn to **157**. Otherwise, turn to **257**.

211

"Excellent," he beams, "though a most elementary test. You will need to be rather cleverer if you hope to defeat Chaladon. Meanwhile, take this." He gives you the jug on his right. "You will find it of use against the Vortigern," he tells you. Turn to **270**.

212

He takes the gold from you with a twisted leer, then points to the door out of his hut, and says, "Leave quickly, Stranger. Go East, then North." He gives another blackened grin. "Go!" he shouts, "and may you die horribly!"

You get out quickly. Turn to **159**.

213

Remembering the old man's advice, you hurl the jug of water and wine at the VORTIGERN, and watch in amazement as its scales seem to melt. It is now armourless, but still moves to attack you. Turn to **99**.

214

You walk past the alleyway on your right and continue East. Turn to **241**.

215

Continuing East, you quite soon come to a junction. The road runs North-South, and since the way South must soon lead back to the main gate, you go North. Turn to **86**.

216

You put up your shield, but not in time. The arrow thuds into the leather armour on your chest, costing you 1 Strength point. Furious, you wrench it out and wait for a further attack, your sword at the ready. But whoever fired the arrow must have decided that you are too strong to try to rob. You continue, cautiously, South. Turn to **58**.

217

"Not much good at simple reasoning, are you?" sneers the Dwarf. He takes the True Book from the correct casket and holds it up to you gleefully. He opens it, finds the spell he is seeking, and begins mumbling. There is something strange and terrible happening to your face and body, and your mind is becoming hazy.

You put your hands up to your face, and feel a snout, and tusks – the Dwarf has turned you into a Bolgroth! He casts a second spell, and your mind becomes blank. You can remember nothing – not where you are, even your own name. The Dwarf leads you out into the darkened streets and sends you on your way, doomed to roam the streets of Meldoin forever . . . unless you should perhaps come across an adventurer . . . You have failed in your quest.

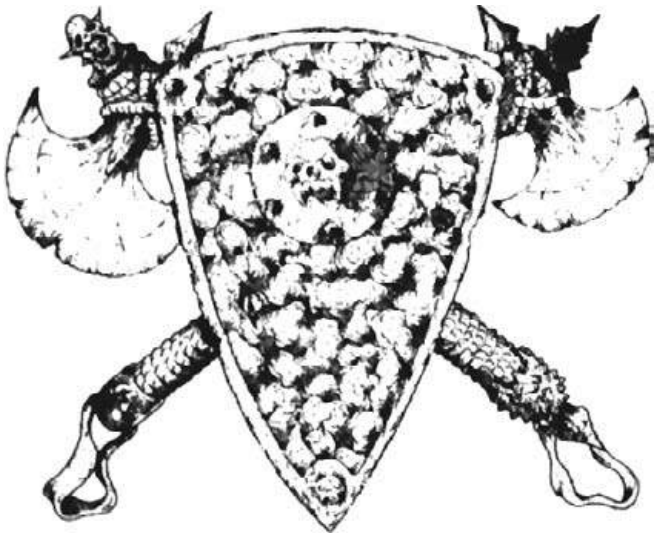
218

You have come so far, and achieved so much . . . but without the keys to Chaladon's lair, you can do nothing. The Dwarf comes back out of the door from the North side and sidles towards you.

"Clever," he smiles, "and brave. But not clever or brave enough." His hands move swiftly through the air, and the last thing you see is a huge, suffocating black cloud enveloping you. Your adventure ends here.

219

One of the suits of armour on the West wall is moving! As you watch, the DEATHKNIGHT moves steadily towards you, a figure encased completely in armour. You move quickly into a fighting position. If you have a Deathstone, turn to **157**. Otherwise, turn to **257**.



220

The tunnel continues North and then makes a sharp right-turn. You can hear a hissing noise, and cautiously draw your sword. As you crouch, waiting, a SERPENT rears up out of the gloom at you. You are immediately engaged in battle.

	Dexterity	*Strength*
SERPENT:	9	8

If you win, turn to **49**.

221

Warily, you walk through a stone archway and into the forge. By the light from the forges, which makes everything blood-red, you see two BOLGROTHS asleep on the floor. They have taken off their armour for their snooze. You guess that they are supposed to be guards. Will you:

Attack them at once? Turn to **154**
Try to creep past? Turn to **247**

222

The sword becomes heavier as you hold it, draining your energy. You find it is difficult to release. Lose 4 Strength points, and if you are still alive, will you:

Try on a suit of armour? Turn to **140**
Walk back out of the forge, and continue your journey North? Turn to **96**

223

The chest is filled with gold and jewels. You count out a hundred gold pieces, and put them into your backpack, and then grab a handful of diamonds and rubies as well. Feeling pleased, you walk back out of the forge and head North. Turn to **96**.

224

After a short distance, the road splits. South seems to be wasteland, and so you take the road North. You follow this road, past dark and ruined housing, until you reach a junction. Will you now go:

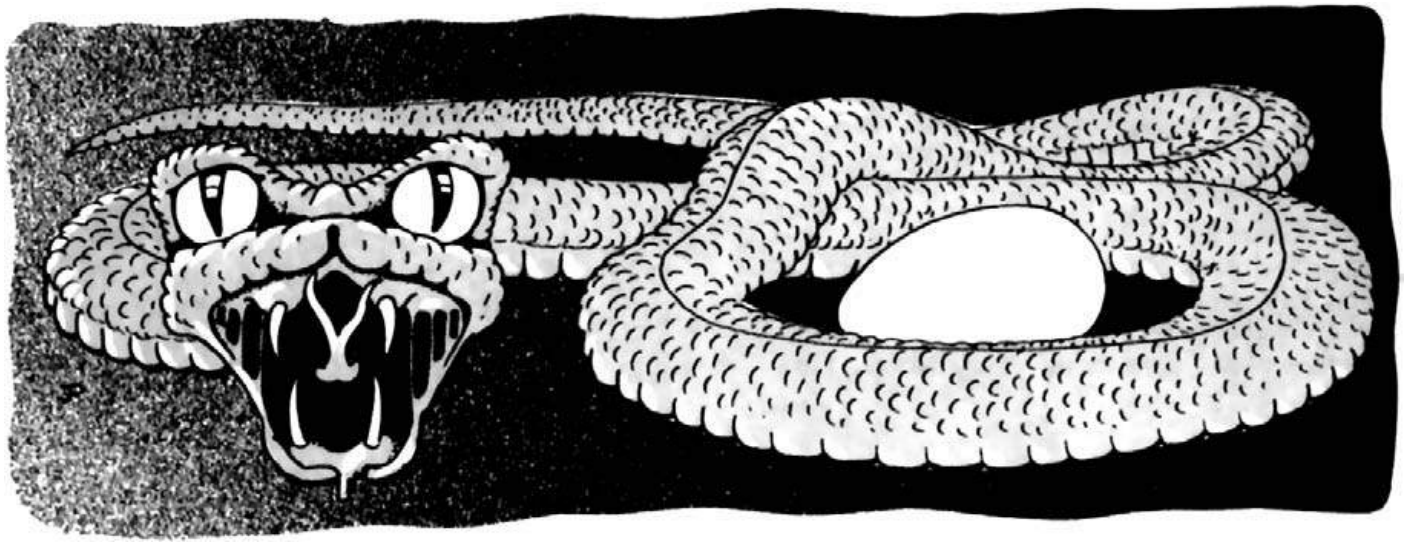
West? Turn to **138**
East? Turn to **43**

225

You sit down with them, and, after watching you carefully for a few moments, one of them gives you some stones, and throws one of his own into the jar. You realise it must be some kind of game, and throw one of your own in, then the third one throws in a stone.

He takes all three out, looks at them, and then says to you, grudgingly, "Good throw." It seems you have won, although you have no idea what the rules are. From a pile of jewels at his side he hands you a beautiful sapphire. Will you now:

Play again? Turn to **136**
Leave and continue North? Turn to **118**



226

Your terror recedes, and you feel suddenly calm. The spirit of Tylwyth Teg is with you. You face Chaladon for the final battle. His dragon-skin armour means that for the first *four* rounds of fighting, each blow to him will cost him only *one* strength point. Thereafter, each blow you strike will cause the normal two points. Each blow to you will cost you two strength points, as normal.

	Dexterity	*Strength*
CHALADON:	12	16

If you win, turn to **151**.

227

You are in a very large room. The floor is stone-flagged, and the room is empty except for a huge bronze chest ahead of you, and some suits of armour against the West wall. There is a door directly ahead of you, beyond the bronze chest, and doors also in the East and West walls. Will you:

Investigate the suits of armour? Turn to **210**
Investigate the bronze chest? Turn to **76**

228

"Have you indeed?" sneers the Dwarf. "You may be a great warrior, but that alone is not enough. Let's see how much of a sorcerer you are. Magic requires great intelligence and resourcefulness. You have two books of spells. Would you care to cast one?"

If you will take one of the books from your backpack and try casting a spell, turn to **167**. If you would rather not risk this, but stand your ground and refuse, turn to **40**.

229

She wishes you well, and turns away – and she and her fearsome pet slowly vanish in the mist. You shake your head in wonder, but feel greatly refreshed. Gain 3 Strength points as you cross back over the footbridge, and turn to **84**.

230

The way East is still more of a narrow alleyway than a street, and all is dark and silent. But quite soon, you see that a light is burning in a house to your left. Will you:

Enter?	Turn to **268**
Continue East?	Turn to **183**

231

On your left is a tree, in and through which a bird dives and swoops, singing. Although all is dark, the tree seems to give off its own radiance – a soft golden glow. Will you:

Continue North?	Turn to **141**
Sit below the tree to rest?	Turn to **61**

232

The tunnel ends in a small, dark cave, dripping with white slime. The floor is covered in the same slime, and by piles of old bones. You wonder what creature lived – or lives – there. Quickly, you turn back South. At the end of the Southern passageway, you hear a noise, and wait for a moment. Turn to **116**.

233

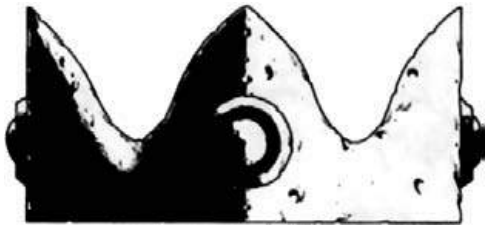
The DEATHKNIGHT lies before you, a crumpled pile of twisted steel. A pool of brownish-green blood begins to form beneath it, oozing from every joint of its armour. You turn away from the wreckage, feeling sick; if you have not yet investigated the bronze chest, you may now do so: turn to **38**. If you have already searched the chest, you must decide which door to try. Will you take the door on the:

East?	Turn to **244**
West?	Turn to **145**
North?	Turn to **28**

234

The metal door groans, creaks, and falls away from you, crashing to the ground. You are a little surprised at your own strength, but go through the doorway. You realise you must be in the main armoury. Suits of armour hang from the walls, a fine sword is mounted on the wall opposite you, and there is a silver chest in the corner. Will you:

Try on a suit of armour?	Turn to **150**
Take the sword?	Turn to **162**
Investigate the chest?	Turn to **248**



235

The road continues North for quite some time, and the housing becomes a collection of ruined huts and shacks. There are cries and shrieks in the night and you press on with your sword drawn. A strange sound on your left alerts you to danger, and in the moonlight you can make out a huge figure, clad in wolf-skins, gnawing on what looks like a human bone! The GIANT sees you, grabs his club and leaps to the attack.

	Dexterity	*Strength*
GIANT:	9	12

If you win, turn to **69**.

236

You charge the door, but it does not move. Your sword has no effect on it. From behind you, there is the sound of marching, and you turn, your back to the door, to face not one but ten PALACE GUARDS in full armour. They close in on you wielding swords, pikes and battleaxes. Trapped in the narrow corridor, you grip your sword and leap at them. Your quest is over, but you have died bravely.

237

Your strength almost fails you, and you feel yourself about to pass out. Lose 2 Dexterity and 3 Strength points. Trying to shake off your weakness, you close in combat with Chaladon. His fine armour means that for the first *four* rounds of fighting, Chaladon will lose only *one* Strength point for each hit you score. Thereafter, each blow from you will cause the normal two points of damage. Each blow from Chaladon in this battle will cost you two Strength points, as normal. Now you must fight to the death:

	Dexterity	*Strength*
CHALADON:	12	16

If you win, turn to **151**.

238

You try on the necklace, but it is cursed, and you feel yourself choking. Gasping desperately for air as it tightens round your throat, you struggle to remove it, finally tearing it from your neck just before you lose consciousness.

You stand for a few moments recovering your breath, but feel badly shaken. Lose 3 Strength points and turn to **56**.

239

"You are not thinking very clearly," says the old man. "I wish you well, but fear for your future." Feeling rather depressed, you leave and walk North again. Turn to **270**.

240

Very carefully, you push the wooden door, and it swings easily open. The room is lit by guttering candles, and a small cauldron of evil-smelling fluid is bubbling in the centre of the room. There are several chests, most of which are locked, but the lid of one is open. There are huge, dusty books scattered over the floor. You begin moving towards the open chest, but a movement behind you causes you to swing suddenly round. You are facing a small, powerfully-built man. His clothes are ragged, and he is completely bald. He grins at you, revealing a mouthful of blackened, rotten teeth. "I," he announces, "am Miletus, chief Wizard to Chaladon." Will you:

Try talking to him?	Turn to	**83**
Offer him jewels (if you have any)?	Turn to	**127**
Draw your sword for a fight?	Turn to	**267**
Offer him gold?	Turn to	**192**

241

You walk past the dark and decaying houses until you reach a junction. South must eventually lead back to the main gate, and so you go North. Turn to **111**.

242

The road continues North for a short time, until you come to a junction. Will you:

Take the new way East?	Turn to	**98**
Continue North?	Turn to	**31**

243

As you rush at the strange creatures, they run, shrieking, into the night. You look around. Beside the jar of pebbles you see, glittering in the candlelight, a small pile of jewels. You examine them more closely. There are two sapphires, a diamond and two rubies. You wonder if perhaps they were playing some kind of game, with the jewels as the stakes. You take the jewels, but can see nothing else that interests you; you feel uneasy as you turn to leave, as though you were being watched.

As you reach the door, two stones suddenly whistle through the air and strike you on the back of the head. Lose 5 Strength points, and if you are still alive, you find yourself back in the street. All is silent and dark, and you go North. Turn to **118**.

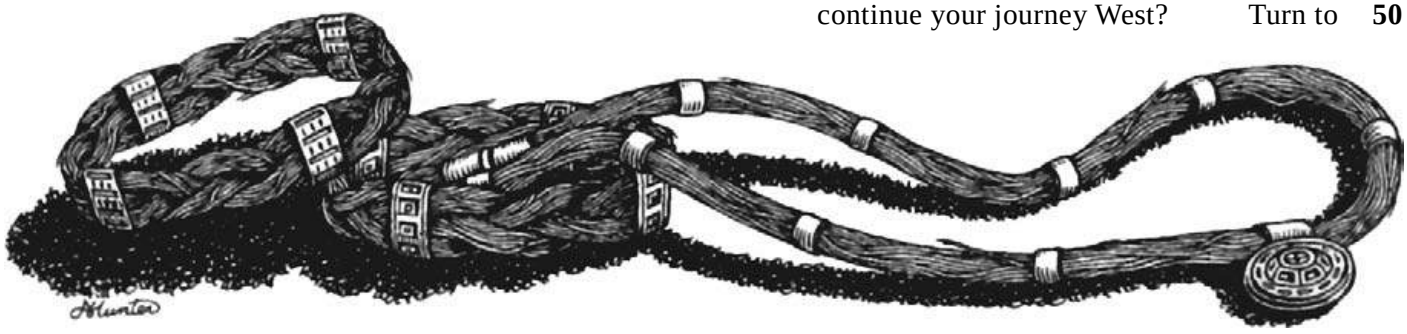
244

The room is cold and chilly. A marble table stands at its centre, on which lies a thick book. You approach carefully, and see that it is open, as though someone had been reading it. You close the book, and read on the cover, "Spells of Chaladon". You put the book in your backpack and return to the stone-flagged room. Turn to **55**.

245

As you open the cupboard door, it crumbles away in your hand. Inside, the shelves are covered with dust and cobwebs. You see what appears to be a fishing-net at the back of the cupboard. You may take this with you if you wish. Will you now:

Open the wooden chest?	Turn to	**124**
Leave by the front door and continue your journey West?	Turn to	**50**



246

A beautiful elfin girl appears out of the mist and stands a few feet away from you. She is dressed entirely in a close-fitting suit of green, which shimmers in the hazy light. At her side, a fearsome creature lies quietly, gazing balefully at you.

Its huge head is crowned by three sabre-like horns, and its feet have the talons of an eagle. Its body is protected by thick scales, and its back is ridged with needle-sharp spines. You can see an armoured tail moving in the mist, as it slowly opens its jaws. Around its neck is a thin chain, from which hangs a gleaming pearl. Will you:

Draw your sword to attack?	Turn to **115**
Offer her something from your backpack?	Turn to **173**
Talk to her?	Turn to **20**

247

Watching the sleeping BOLGROTHS, you fail to notice a pile of sheet metal, and stumble into it. The noise wakens them both, and they immediately leap to their feet. One grabs an axe, and you confront him with your sword. The second BOLGROTH searches for a weapon as you fight the first, and finally turns on you with a short dagger. You fight them one at a time.

	Dexterity	*Strength*
First BOLGROTH:	6	8
Second BOLGROTH:	7	8

If you kill them both, turn to **207**.

248

The lid opens immediately, and you see a treasure-trove of jewels and gold. You put a hundred gold pieces into your backpack, and then add some diamonds and rubies as well. Will you now:

Take the sword?	Turn to **222**
Try on a suit of armour?	Turn to **78**

249

Turn to **217**.

250

You hurl yourself at the door, but as you reach it, an invisible power lifts you high into the air. For a few seconds, you hang motionless, with the city of Meldoin spread out far below you.

But then the force holding you is released, and you plummet hundreds of feet to your death below. As your dying breath leaves your body, you seem to hear Chaladon's evil laugh. You have failed in your quest.

251

The sword is a BOLGROTH weapon, and is cursed. It is immensely heavy, and you cannot seem to release it. Lose 4 Strength points, and if you are still alive, you finally manage to drop the cursed sword, and drag yourself back out into the street. Turn to **96**.

252

You carry on without further incident and reach a junction. The road goes North-South, and, since the way South must eventually lead back to the main gate, you take the road North. Turn to **235**.

253

Ahead of you, there is an orange glow, and as you move forward, you can see the cause: you are faced by a barricade of metal spikes and sharpened wooden stakes, burning in the night. As you consider how to avoid this obstacle, you sense movement: five filthy, ragged, and villainous-looking men surround you. Four of them have crossbows aimed at your heart. Their Chief approaches. "A Mandrake Root," he demands, "or turn back now."

With no Mandrake Root to offer, and no chance of winning a battle against such odds, you reluctantly back away, keeping a wary eye on the bowmen, and take the first road North. Turn to **203**.

254

You are at another junction. Will you:

Take the road South?	Turn to **13**
Continue West?	Turn to **138**

255

Taking much more care now, and with your sword at the ready, you walk West along the deserted street. Soon it turns North, and as you move cautiously along, you see a movement ahead. A figure is moving from the shadows, and you advance warily towards him. Turn to **81**.

256

You fit the two keys into the locks and turn them. The door opens and you walk into a huge dark room. As your eyes adjust to what little light there is, you see that every fitting is of solid gold, and beautiful tapestries hang from the walls. You move forward, and as you do so, a chilling voice from behind you bellows: "Halt, Stranger."

You turn to see Chaladon himself. He stands a good ten feet tall, dressed in dragon-skins, and he is stropping the blade of a vicious-looking sword on his left arm. He comes towards you, his face glistening and teeth shining, slicing his great sword through the air.

"It is a long while," he booms, "since I have been in battle. I look forward to this. I shall not kill you quickly – no blow to the heart. I shall enjoy hacking you to death and listening to your screams." You are terrified, but draw your sword to face him. Roll two dice. If the total is less than or equal to your Courage score, turn to **226**. If greater, turn to **237**.

257

The DEATHKNIGHT moves steadily towards you, and you find yourself wondering what creature from beyond the grave might inhabit the armour. He swings his great broadsword, and as you leap back, it whistles over your head. You draw your sword, ready for the fight. Because of the DEATHKNIGHT's fine armour, each blow you strike against him for the first *three* rounds of fighting will cause only *one* Strength point of damage to him. After that, each blow of yours will cause *two* points of damage. Each blow from the DEATHKNIGHT to you will cause the normal *two* points of damage.

	Dexterity	*Strength*
DEATHKNIGHT:	9	14

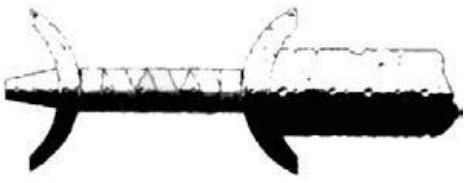
If you defeat the DEATHKNIGHT, turn to **233**.

258

He takes the ring from you, marvelling at its beauty. "You must be a great warrior," he says with grudging admiration. "What brings you here?" Cautiously, you explain that, were Chaladon no longer to be in power, another sorcerer might take his place. "For surely," you add, "a sorcerer must rule Meldoin: no simple warrior could hold the city. You must direct me out of here, Miletus, and I shall kill Chaladon. Then perhaps *you* may rule Meldoin."

You watch as Miletus considers this prospect. After what seems to be a very long time, he says, "I accept your proposal, Stranger. You shall be one of my High Courtiers, when I hold sway over Meldoin. But wait – you will need this." He gives you a silver key, adding that this key alone will not be enough to take you through the perils that lie ahead before facing Chaladon.

As you pocket the key, Miletus adds: "Leave here. Follow the tunnel East, then North. You will then be on the road to Chaladon's palace." Slowly, you back away and open the door. You move quickly out of the hut and back into the underground tunnel. Turn to **159**.



259

You place the ring on your finger and feel greatly strengthened. Gain 2 Strength points and 1 Courage point. You thank the men and leave. Turn to **183**.

260

Moving West back along the tunnel, you see a passage on your right, but the entrance is sealed off by a portcullis, and so you continue.

You soon arrive back at the first junction, and consider again the passage South. If you wish to explore the tunnel South, turn to **114**. If you would rather go North, back to the well, turn to **101**.

261

Turn to **160**.

262

After a few minutes, the tunnel takes a turning to the left. You walk on, and soon the passage turns East, and on your left is a stone hut. You walk to the door of the hut, and see that engraved in the door is the name, "Miletus" in gothic script. Will you:

Try the door? Turn to **240**
Continue East? Turn to **159**

263

Continuing North, you arrive at another junction. Will you go:

East? Turn to **230**
West? Turn to **224**

264

Angrily, you step around the nail-studded log and walk to the junction. South will eventually lead back to the main gate, so you head North, past an alley on your left. You stop – from somewhere, you seem to hear, faintly, the sound of singing. Turn to **231**.

265

Your sword slices easily through the ropes, and the man slumps to the ground. As you approach him, he shrieks with terror and lands a two-fisted blow in your face. Lose 1 Strength point.

Taken aback, you watch as he runs, shouting, past you, out of the forge and into the night. Ruefully rubbing your chin, but believing that you did the best thing, you move back into the main room to continue exploring. Turn to **185**.

266

The cupboard door crumbles away as you open it. Inside, it is thick with dust and cobwebs. There is little of interest there, apart from what appears to be a fishing-net, and you may take this with you if you wish. Will you now:

Leave and continue East? Turn to **187**
Try to open the chest? Turn to **182**

267

You face him, your sword drawn, but he makes no move. You plunge your sword deep into his chest, aiming at the heart. There is the sound of splintering bone, and the tip of your sword protrudes through Miletus' back. But, as you stand there, the sword becomes hazy, evaporates, and you are left weaponless. Miletus seems quite unharmed. He faces you: "Foolish adventurer," he snarls, "so you sought to defeat Magic by sheer force!" He gives a great laugh, and, casting his hands towards you, mutters some words you cannot hear.

You try to move, but you cannot. It is as though you are encased in glass.

"This," grins Miletus, "is my coffin of crystal. Soon, but not too soon, you will have used up all the air, and I shall lay your corpse in the Catacombs of The Dead below. It will take nearly an hour before you have no air left, and slowly suffocate. I shall enjoy watching your death agony." Your adventure ends here.

268

You enter the house. Three men sit at a wooden table, staring vacantly into space. You call to them but get no response. Will you:

Offer them a portion of your magic herbs (if you have any left)? Turn to **126**
Attack them? Turn to **169**
Leave and continue? Turn to **133**

269

The road is little more than an alleyway, silent and dark. But soon you see that a light is burning in a house on your right. Will you:

Enter? Turn to **268**
Continue West? Turn to **161**

270

In the main street, you continue North. The houses are shuttered and dark, but there is enough moonlight to enable you to see our way. Quite soon, you come to a junction. Directly opposite you is a stone statue, ten feet high, of what seems to be a huge scaly lizard. Two long fangs protrude from its gaping mouth, and its tail has a vicious barb. There is a plaque beneath the statue which reads, "Vortigern, the terror of Tylwyth Teg".

You move cautiously into the street, looking to you left and right, trying to decide which way to go next. Turn to **2**.

271

You are moving West in what seems to be the main road. Still there is no sign of life, all is eerily dark and silent. You continue walking, but are suddenly alerted by a low growling from your left. As you try to make out what is causing it, a WOLF leaps at you. You have your sword at the ready, and the battle begins.

	Dexterity	*Strength*
WOLF:	9	8

If you survive, turn to **180**.

272

The door flies open as you touch the handle, and you are in a room with the stench of decay everywhere. Piles of bones litter the floor, and even as you gaze at these, you realise that something is moving! From the floor, a deathly figure takes shape and approaches you. Its skin hangs loosely from its bones, and in its skull-like face two yellow eyes burn fiercely.

The terrible creature makes a grab for you, and you are momentarily rooted to the spot in terror. At the last moment, your senses return, and you dodge out of the way, drawing your sword and circling the creature, your feet stumbling amidst the piles of bones at your feet. You attack the RATTLEBONE.

	Dexterity	*Strength*
RATTLEBONE:	10	12

If you are still alive, turn to **46**.

273

You raise your shield against the arrow, but just too late! It hits you in the chest, but your light armour gives you some protection. Lose only 1 Strength point. Angrily, you wrench the arrow out, and prepare for battle. But whoever fired the arrow obviously has decided that you are too tough to try to rob, and all is quiet. You continue North, warily, and soon the road turns East. Turn to **60**.

274

The road South soon deteriorates into a poor track, amidst devastated wasteland. You lose your footing and fall badly into a crater – lose 3 Strength points. If you are still alive, you climb wearily out of the crater, and go back North, before taking the road East. Turn to **199**.

275

As you watch, the lights begin coming on all over the city. First a few, then many, and then the whole town is lit. You can hear people shouting and laughing, and then a new sound – the refugees, waiting for the Curse to be lifted, have seen what is happening, and have charged into the city. There is a great battle beginning, as the townspeople use chairs, stones, even their fists against Chaladon's mutant army.

You cast more spells, against Dwarfs, Giants and Bolgroths, but it is hardly necessary. Already Chaladon's army is routed, streaming out through the main city gates. A great cheer comes up from the town, and all the townspeople begin calling your name.

As the people crowd round the palace, you go out to see again the fugitives you first met in the tavern outside Meldoin. In the crowd, you can also see the mysterious figure of Tylwyth Teg, smiling at you.

Then the people joyfully reclaim their belongings, stolen from them by Chaladon, and point out that there are still jewels of every description, and a great chest bulging with gold pieces remaining in the palace. This is Chaladon's loot from other campaigns, and is now yours by right. You will be rich beyond your dreams!

You decide that you will stay a few days, to rest and to celebrate with the townsfolk. Then you will be off – in search of new adventures!

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